

GO WORLD

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Fujisawa Kisei — safe for another year

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The cover: a print by Kuniyoshi (1797 – 1861), depicting a scene from the classic Chinese novel 'Tale of the Three Kingdoms'. The hero Lord Kuan Yü distracts his mind with a game of Go while a surgeon performs an operation on his arm.

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GO WORLD NEWS

Shuko Defends Kisei Title

When Kato Masao won the 4th game of the 2nd Kisei title match, the position of the defender Fujisawa Shuko seemed hopeless. Kato only had to win one of the remaining three games to take the title and since Shuko's form had reached its nadir in the fourth game, it seemed to be only a matter of time before there was a new Kisei. However, from this point Shuko began a magnificent fighting recovery. In the fifth game he set out to catch a group of Kato's with his 45th move and by the 131st move he had squashed all opposition. His relentless play in this game gives it a place among the great fighting games of Go history. Thereafter, all the breaks went his way, right to the end of the 7th game, which could have gone either way by half a point.

Shuko's dramatic fightback ranks with the two other great recoveries in modern Go. In 1952 Hashimoto Utao defeated Sakata Eio in the 6th Honinbo title after being down 1-3 and in 1973 Rin Kaiho won four games in a row after three straight losses to defend his Meijin title against Ishida Yoshio.

The other noteworthy point about this series is that it virtually constitutes a seminar in the Chinese-style fuseki, for this pattern was played in all seven games. This must be the first time in modern Go history that one fuseki pattern has enjoyed such overwhelming popularity.

The results:

Game Four (Feb. 15, 16). Kato (B) won by 4½ points.

Game Five (March 1, 2). Fujisawa (B) won by resignation.

Game Six (March 8, 9). Fujisawa (W) by resig.

Game Seven (March 22, 23). Fujisawa (W) won by ½ point.

Kato Defends Judan Title

Kato had to commence the defence of the Judan title while still embroiled in the Kisei match. However, while he lost the first game to the challenger, Rin Kaiho, he then recovered to take the next three games and so complete his second defence of the title which he won from Rin two years ago.

There was a major surprise in the first game when Kato deserted his habitual Chinese-style fuseki in favour of the sanren-sei. Perhaps Kato feels that he has at last exhausted the possibilities of the Chinese-style pattern.

The results:

Game One (March 15). Rin (W) won by resig.

Game Two (March 28). Kato (W) won by resig.

Game Three (April 5). Kato (B) won by resig.

Game Four (April 19). Kato (W) won by 1½ points.

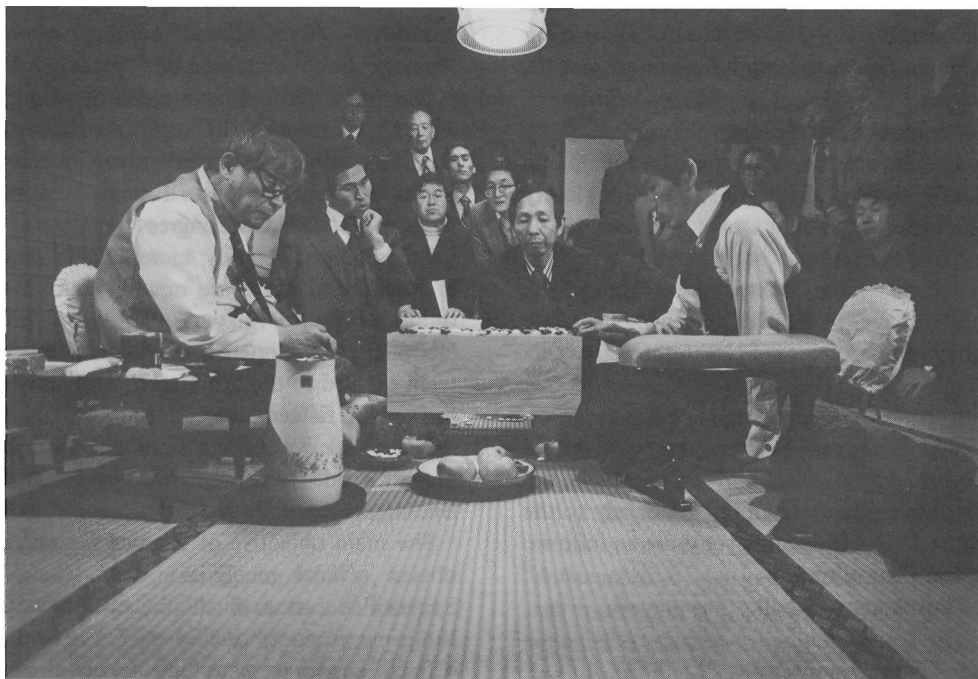
Ishida to Challenge Kato Honinbo

There was a dramatic finish to this year's Honinbo league, with only two players, Kobayashi Koichi and Ishida Yoshio, remaining in contention by the final round. Ishida Yoshio secured the right to challenge Kato Honinbo by defeating Kobayashi by resignation in their 7th round match on the 13th April. Ishida will be keen to regain the title which he held for five

33rd Honinbo League (as of 14th April)

Rank	Name	T	O	I	R	K	S	M	K	Score	Place
1	Takemiya	—	×	1	1	×	1	1	1	5 — 2	2
2	Otake	1	—	×	×	×	1	1	1	4 — 3	—
3	Ishida	×	1	—	1	1	1	1	1	6 — 1	1
4	Rin	×	1	×	—	1	1	1	1	5 — 2	3
5	Kobayashi	1	1	×	×	—	1	1	1	5 — 2	4
5	Shimamura	×	×	×	×	×	—	×	1	1 — 6	—
5	Magari	×	×	×	×	×	1	—	×	1 — 6	—
5	Kudo	×	×	×	×	×	×	1	—	1 — 6	—

Note: the players are ranked according to their results in the previous league.



Reviewing the fifth game. L to R: Shuko, Otake, Yoshida 9-dan, Kato.



Shuko evens the score by winning the sixth game. Watching are Yasunaga Hajime (extreme left) and Rin Kaiho (centre).

successive terms, from 1971 to 1975. Takemiya, Rin and Kobayashi survived to fight again in next year's league, but a 4-3 score was not enough for former Meijin Otake to keep his place.

Meijin and Gosei Leagues

Kato has made the best start in the Meijin league, with three straight wins, but he is closely followed by former Meijin Otake, who is 3-1.

Only three games have been played to date in the Gosei league (chart next issue). Takemiya has defeated Kobayashi Koichi and Ishida Yoshio and Kobayashi has defeated Hashimoto Utaro.

1978 European Go Congress

The 22nd European Go Congress will be held at Maison du Japon, Cité Universitaire, 7 C, Bd. Jourdain, Paris 13ème from the 22nd July to the 5th August 1978. The main events are as follows:

European Championship: July 23 to August 4

Main Tournament: for all other players

Handicap Tournament: for all players

Weekend Tournament: July 29 and 30

Blitz Tournament: evening of July 28

Prize Ceremony: August 5

For further details, contact Fédération Française de Go, 116 Rue d'Alésia, 75014 Paris.

Yugoslav Team Championship

Eight teams participated in the 1977 Yugoslav Team Championship, held in Opatija near Rijeka

from the 26th to the 29th November, 1977. The winner was the Ljubljana team, with 'Gordowa' V. Grdjevac coming second and 'Spartak' Subotica taking third place.

The 1977 Serbian team championship, held in autumn, was won by the 'Spartak' club of Subotica. The 1977 individual champion of Serbia was Andjelic Kosto 1-dan.

Russian National Go Congress

Go has been steadily increasing in popularity in Russia and there are now an estimated three thousand active players. This year the first National Go Congress was held in Moscow from the 3rd to the 5th March, with sixty participants from fifteen cities.

The major event was a team championship (ten players a side) which was won by Leningrad, the leading centre of Go in Russia.

The main objective of Russian Go players is to obtain official recognition from the National Sports Federation. Such recognition would give the game an enormous boost, for it would mean official encouragement and financial assistance from the state.

Address Changes

Paris Go Club, Le Tourtel, 21, Place de la République, Paris 75003, Tel. 278. 58. 65.

Göteborg Go Club, c/- Christer Lindstedt, Landalagangen 2, 7th floor, 411 30 Göteborg.

Mon, Tues: 19 - 23; Wed: 18: 30 - 23: 30.

Note: The address list is being revised and has

3rd Meijin League (as of 7th April)

Rank	Name	O	I	S	K	H	Ka.	Ku.	S	C	Score
1	Otake	—	1	1	×					1	3—1
2	Ishida	×	—	1			×				1—2
3	Sakata	×	×	—				1	1		2—2
4	Kato	1			—		1			1	3—0
5	Hashimoto					—	1		1	×	2—1
6	Kajiwara		1		×	×	—	×		×	1—4
7	Kudo			×			1	—	1		2—1
7	Shiraishi			×		×		×	—	×	0—4
7	Cho	×			×	1	1		1	—	3—2

Note: the players are ranked according to their results in the previous league.

been omitted from this issue. It will reappear in No. 8.

U.S. Honinbo and Kyu Champion

The U.S. Honinbo and Kyu Champion titles are decided by playoffs between the winners of separate tournaments held on the east coast and the west coast. The results of these tournaments last year were as follows:

Eastern Honinbo) 1st: Shin Kang 6-dan; 2nd: Takao Matsuda 6-dan; 3rd: Hee J. Lee 5-dan

Eastern Kyu Championship) 1st: David Relson 1-kyu; 2nd: S. H. Lee 1-kyu; 3rd: Benjamin Shain 3-kyu

Western Honinbo) 1st: K. W. Kim 7-dan; 2nd: Richard Dolen 5-dan; 3rd: Blaine Walgren 5-dan

Western Kyu Championship) 1st: Thomas Donahue 2-kyu; 2nd: Jerry Conrad 1-kyu; 3rd: Jeffrey Knox 3-kyu

The Western U.S. Go Championship, held at the U.C. Berkely campus, was so well attended that it turned out to be the largest A.G.A. tournament ever.

In the playoffs between east and west, Kim defeated Kang 2-1 to become the U.S. Honinbo for the second year in a row. The U.S. Kyu Championship was won by Donahue, who defeated Relson 2-1.

Alberta Open Go Tournament

The 2nd Annual Alberta Open Go Tournament was held in Calgary on the 4th and 5th March, with 44 competitors from Calgary, Edmonton and Winnipeg. First place in the Alberta Championships was won by S. C. Kim 6-dan of Calgary, with S. U. Cho 4-dan of Edmonton placed second. The top kyu player proved to be S. Kawano of Calgary, with J. Tsutsumi of Winnipeg coming second. The success of this tournament has stimulated the Alberta Go Association to begin planning for a large national tournament for 1979.

For information, contact:
in Calgary: Dennis Bjerstedt at 285-1168
(home) or 267-0531 (work)
in Winnipeg: Armin Lehn: 555-1212 (home)
1977 Ottawa Go Tournament

On the 11th December, 1977, an international handicap tournament was held in Ottawa. First place was taken by Sugi Lee 6-dan of Toronto, the youngest and strongest player, 2nd place

by Hsu 2-dan of Ontario and third by Sutherland 8-kyu of Toronto.

Prague Handicap Tournament

About 100 players from seven countries took part in the 8th International Prague Handicap Tournament held in February this year. The Challenge Trophy of the ZK ROH Tesla Karlin club was won by Petr Soukup 6-kyu of Plzeň, Czechoslovakia. For the first time there was a separate Master Group for dan-players and this was won by Lojze Suc 2-dan of Ljubljana, Yugoslavia.

Report from Poland

There is yet another international tournament on the European Go scene. Every September a 5-day International Go Meeting with handicap tournaments and lectures is held in Katowice. Under an experimental system in the 1977 handicap tournament, the ratings of the players were adjusted after each round, going up by 0.4 kyu/dan for a win and down 0.3 for a loss, with the number of handicap stones being rounded off.

In the 1977 Handicap Tournament, Division 1 was won by J. Sacharewicz of Warsaw. The Lightning Handicap Tournament was won by W. Dobosiewicz, also of Warsaw.

Contact address: Dr. Wolfgang Kramarczyk PL-40877 Katowice, ul. Mieszka I 15/62. Tel. 579-421, ext. 262.

Report from New Zealand

Auckland Eight Best League

The Eight Best League for 1977 was won by Barry Phease with a perfect 7-0 record. Second was Ray Tomes with 6-1 and third Bob Talbot with 5-2.

1st N. Z. Secondary Schools Go Congress

Eleven participants from four schools played in this event, held in September 1977. First place was taken by Grant Moffat of Auckland Grammar, while Stephen Laugh of Birkdale College was second with 7-2. The team championship was won by Birkdale College.

Britain — USSR Telephone Match

A new era opened in international Go on Friday, 14th April, 1978, when a telephone Go match was played between a team of four

Continued on page 55

3rd Tengen Title:Game Four

White: Sonoda Yuichi 8-dan
Black: Shimamura Toshihiro 9-dan
 komi: 5½; time: 6 hours each
 22nd December, 1977

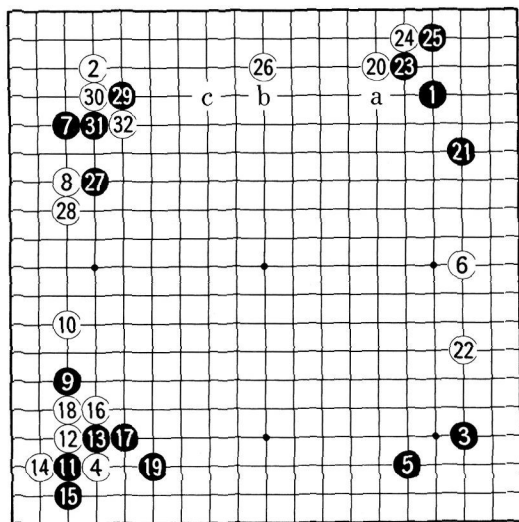


Figure 1 (1 - 32)

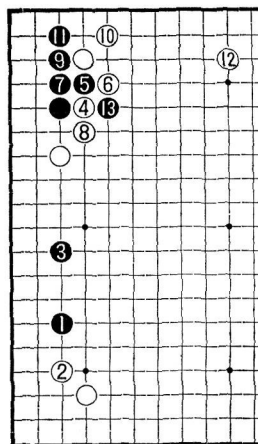
Figure 1 (1 - 32)

The fourth game of the title match was played on Shimamura's home ground at Nagoya. It turned out to be the most unusual of the series, with the status of a corner group left undetermined for a large part of the game.

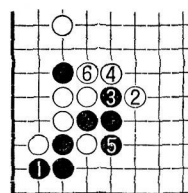
White 10. Fighting spirit calls for this pincer in response to Black 9. If White just plays 2 in Dia. 1, Black makes an excellent extension to 3. If then White 4, Black settles himself with 5 to 11 at the top. If White 12, Black has the threat of cutting at 13 as the ladder is favourable, so this result would be unsatisfactory for White.

Black 19. This move, an invention of Fujisawa Hosai, is an interesting twist to the joseki. The usual continuation is Black 1 in Dia. 2, but then the pressing move at 2 helps White to build up his moyo on the left side.

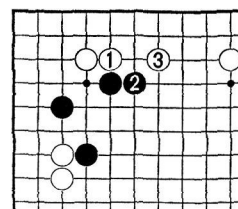
White 24, 26. An unusual combination. The conventional sequence would be White 24 at 'a', Black 'b', White 'c'. Switching to 26 after 24 seems to invite Black to play 'a', but Sonoda's reasoning is that Black 'a' is not worth so much after White has split up the right side with 6 and 22.



Dia. 1



Dia. 2



Dia. 3

White 30, 32. The only way to play. White 1 and 3 in Dia. 3 are much too submissive.

Figure 2 (33 - 63)

The atari at 33 surprised Sonoda. He had expected either a simple extension at 39 or the block at 38.

Black 35 is a severe move. Sonoda regretted answering at 36, commenting that he should just have caught Black's cutting stone in a geta by playing at 41. The prospect of Black 36 dissuaded him from doing so, but answering at 'a' would have been good enough.

Black 37 is a sharp follow-up punch. White must play 38 and 40. If he simply answers at 1 in Dia. 4, Black counters with 2. White collapses after the tesuji of 8 and 10. If White 'a', Black 'b', White 'c', then Black 'd' sets up a ladder.

White 54. The corner is alive if White plays 1 in Dia. 5. Black cannot connect his three stones in atari after 7 because of White 'a'. However, instead of 4 -

Dia. 6. Black will switch to 1 here. White 2 is forced, so Black can crawl at 3. This would be very unpleasant for White, as both his four stones on the side and his six stones to the left would be exposed to attack.

White's distaste for the result in Dia. 6 is presumably the reason he changed his mind and switched to 54. This move is rather unreasonable, however, as Black is given the option of starting a ko in the corner with the sequence shown in Dia. 7. This is a heavy burden for White to carry

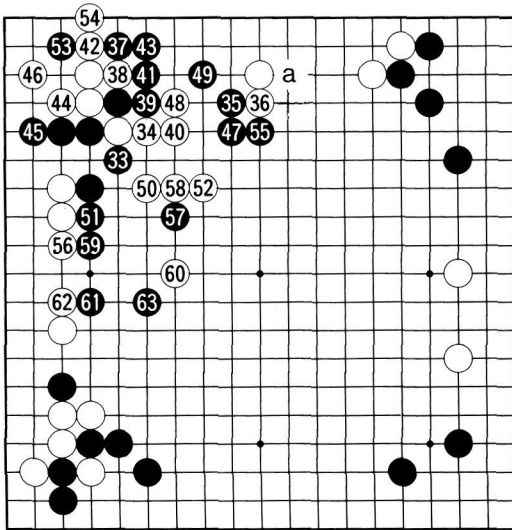
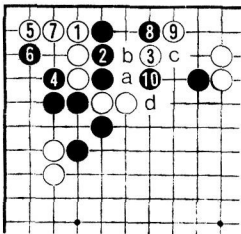
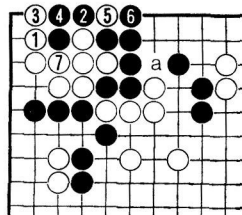


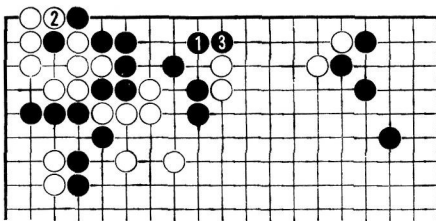
Figure 2 (33 - 63)



Dia. 4



Dia. 5

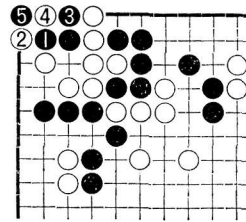


Dia. 6

in the subsequent fighting. When Black leads his groups out into the centre with 55 and the sequence to 63, the balance has tilted decidedly in his favour.

Figure 3 (64 - 100)

White 68. This is White's last chance to live in the corner by playing at 69. However, that would permit Black 83, putting White further behind, so he decided to connect at 68 regardless. White does not have enough threats to start the ko immediately, so he attaches at 72, partly to create ko threats, partly just as a probe. Although



Dia. 7

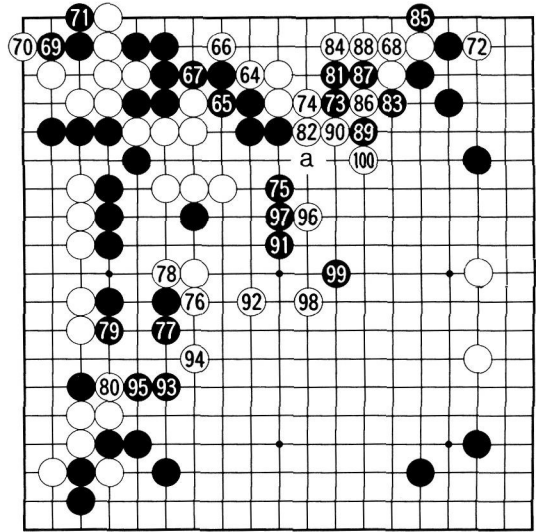


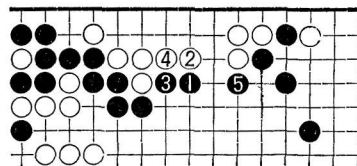
Figure 3 (64 - 100)

he is behind, White has not given up hope.

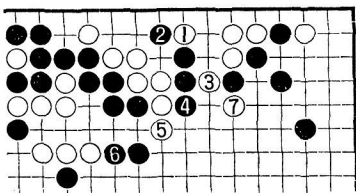
Black 73. This move, a counter-probe on Black's part, is a brilliant response to White 72. Sonoda confessed that it made him give up hope of winning. All the same, White fights back furiously with 74, for the docile response of 2 and 4 in Dia. 8 is out of the question.

Black 75. Simply blocking at 82 would be good enough, but Black responds to White's challenge. He takes sente by forcing White to defend his centre group and so is able to play down at 81.

When White attaches at 84, Black is content to answer peacefully at 85, for he has made a large dent in White's position. Playing 85 at 2 in Dia. 9 would be dangerous, as White could counter with 3 to 7.

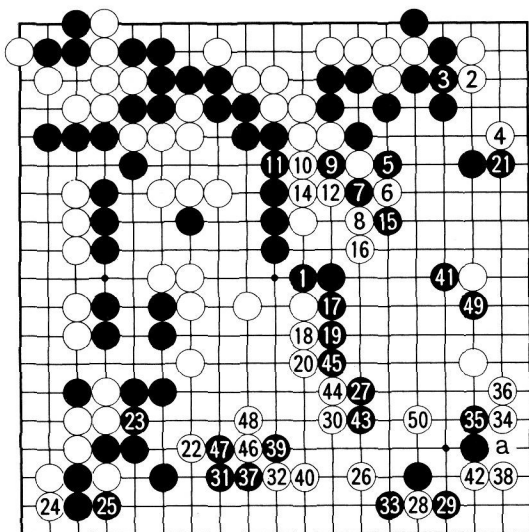


Dia. 8



Dia. 9

White 90. Necessary to ensure two eyes at the top, but White is unhappy at having to play here, as the sente move at 'a' is really correct style.



棋聖戦

2nd Kisei Title

The encounter between Fujisawa Shuko and Kato Masao in the 2nd Kisei title turned out to be the most exciting title match for quite a few years. For a start, it was the first best-of-seven series to go the full distance since Otake won the Meijin title from Ishida in 1975. Before looking at the title match, however, we present a brief survey of all the stages of this mammoth title.

Stage One. Individual Dan Championships

The first stage of the Kisei (Go Sage) title consists of knockout tournaments for each dan rank. This is the most novel feature of the Yomiuri Newspaper's new tournament and it has done a great deal to stimulate interest, for it gives the comparatively unknown lower-ranked players a unique chance to make a name for themselves. Below are the dan champions in the 2nd Kisei title. Other place-getters listed also gain a place in the second stage.

1-dan: Inoue Machiko

2-dan: Ito Yoji

3-dan: Kasai Koji

4-dan: Aragaki Takeshi

5-dan: Yamashiro Hiroshi

6-dan: Sato Masaharu

7-dan: Kuroda Yukio; 2nd: Ishida Akira

8-dan: Sonoda Yuichi; 2nd: Hane Yasumasa

9-dan: Rin Kaiho; 2nd: Kubouchi Shuchi;

3rd: Honda Kunihisa, Kudo Norio

The 9-dan final has already been presented in GW5. Here we present, somewhat belatedly, the 7-dan final.

7-dan Final

White: Ishida Akira

Black: Kuroda Yukio

komi: 5½; time: 6 hours each

date: 6th June, 1977

Figure 1 (1 – 52)

Ishida Akira (born 1949) is a solid tournament

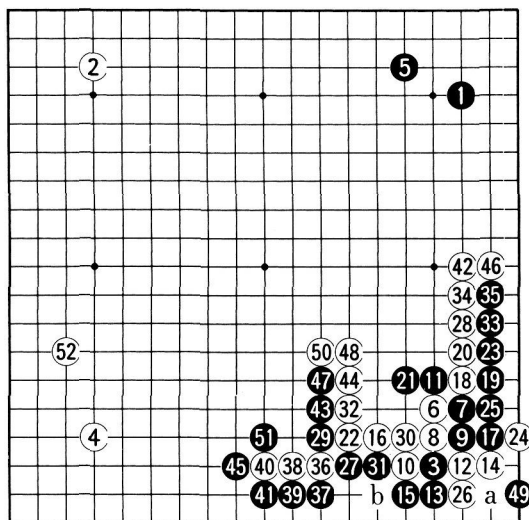
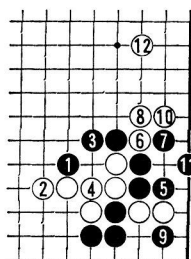


Figure 1 (1 – 52)

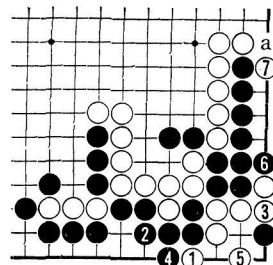
player who has already been introduced to our readers in GW1 (page 21). He was easily the favourite for this game, as his opponent Kuroda (born 1914) has enjoyed only relatively minor success in his 37-year Go career. However, when it came to the crunch, the veteran's experience enabled him to provide surprisingly strong opposition.

Black 17. Blocking here immediately is unusual. The standard joseki is shown in Dia. 1 (refer 'Dictionary of Basic Joseki', II, pp. 31–35). Playing at 'a' with 23 would more or less revert to the joseki, but apparently Kuroda had already studied the new move of 23.

On the surface the result to 51 seems quite favourable for Black, but actually White is left



Dia. 1



Dia. 2

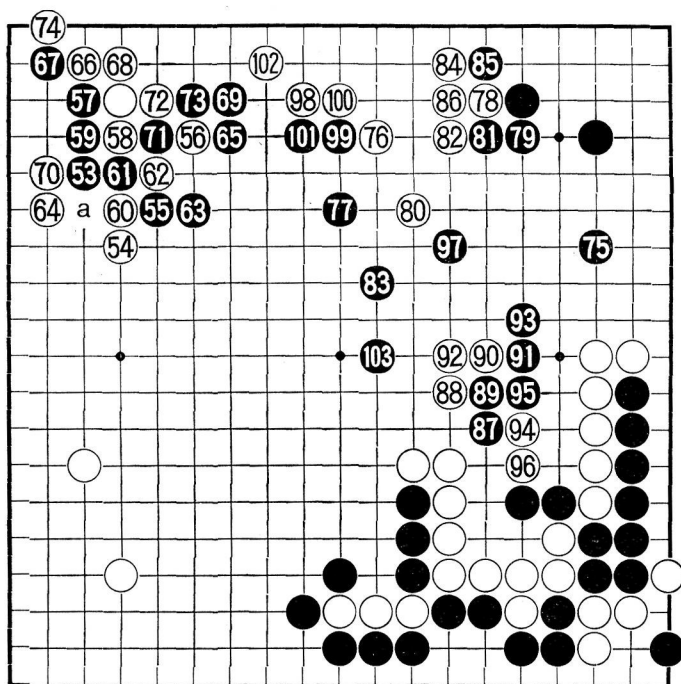


Figure 2 (53 - 103)

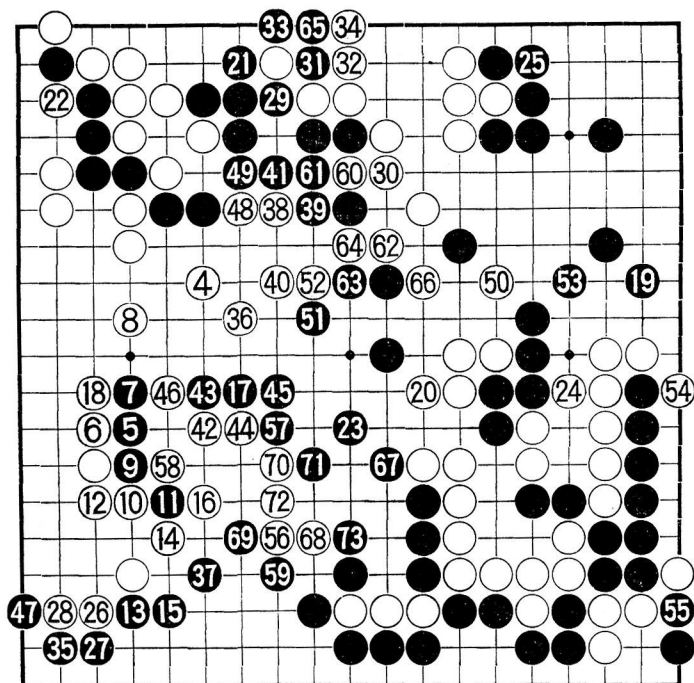
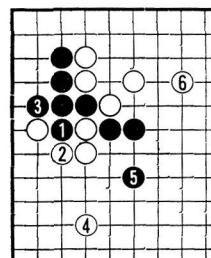


Figure 3 (104 - 173)

with the option of setting up a yose-ko (approach move ko) in the corner, as shown in Dia. 2. For this reason, Black should have played 27

at 'b' in order to prevent White 1 in Dia. 2 from being sente. In that case, the corner result would clearly have been favourable for Black.



Dia. 3

Figure 2 (53 - 103)

Black 65. The joseki calls for Black 'a', giving the result in Dia. 3 (DBJ, I, p. 92). White obviously wants to start a fight in the centre in order to utilise his thickness there. That is why Black decides to attach at 65, but judging from the unfavourable result to 74, in which Black suffers the outright loss of five stones, it seems likely that there was a mistake in his reading.

Black 75. Permitting White to split open the top with 76 is bad. White has gone into the lead.

Figure 3 (104 - 173)

Perhaps over-confident of his lead, White begins to play too mildly, for example, with 4, 6, 12 and 18. Black 19 is an excellent move which kills three birds with one stone. It reinforces the top right corner, it deprives White's large group of eye-making space on the side, and, most importantly, it eliminates the ko potential in the corner. The presence of Black 19 means that instead of 4 in Dia. 2, Black can play at 7. If White blocks at 'a', Black blocks at 6, making miai of getting two eyes and of putting White's five stones in atari.

Ishida must have been quite taken aback when Kuroda played 19. From this point on Kuroda dictated the pace of the game.

Figure 4 (174 - 223)

The endgame is not perfect, but eliminating the

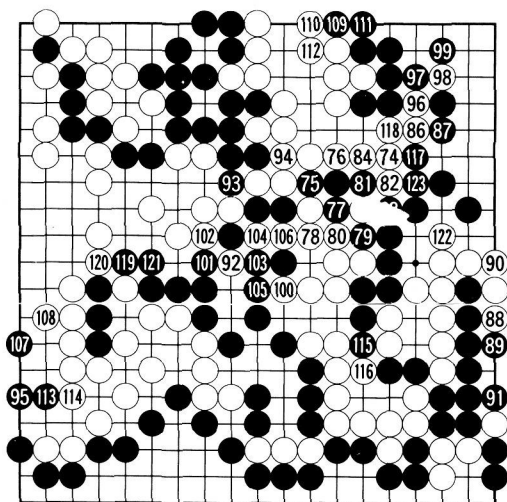


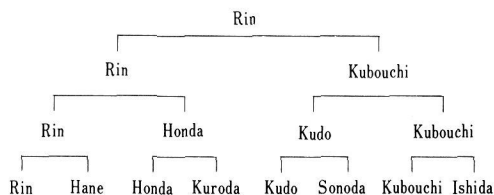
Figure 4 (174 – 223)

85: connects

bad aji in the bottom right corner was decisive. Ishida finally resigned after Black 223.

Stage Two All-Dan Knockout Tournament

This stage consists of a complicated knockout tournament, starting out with the low rank dan winners. The 1-dan plays the 2-dan, the winner of that game the 3-dan and so on up to 6-dan. The survivor is then matched against the 7-dan 2nd place-getter for a place in the quarter-finals. The chart gives the results from the quarter-finals on.



As in the 9-dan final in the first stage, the final became a clash between Rin Kaiho and Kubouchi Shuchi, one of the leading players of the Kansai Ki-in. It turned out to be an exciting but very complicated game.

White: Rin Kaiho 9-dan

Black: Kubouchi Shuchi 9-dan

komi: 5½; time: 6 hours each

date: 14th September, 1977

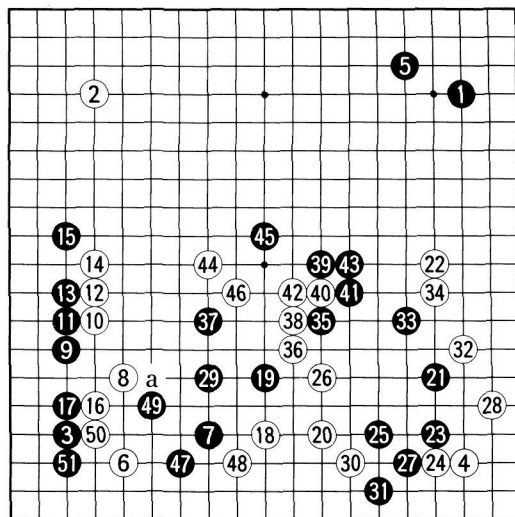


Figure 1 (1 – 51)

Figure 1 (1 – 51)

White 10 etc. One of Rin's favourite fuseki patterns – he also played it in the first and fourth games of the 1977 Meijin title.

Black 19. A new move, invented by Fujisawa Shuko. The simple jump to 29 is the standard move.

Black 45 is courageous – this lets Black in for some very difficult fighting at the bottom.

Black 47. Just for reference, the other key point for settling this group would be the contact play at 'a'.

Figure 2 (52 – 101)

Rin plays 58 to 62 to defend against the threat

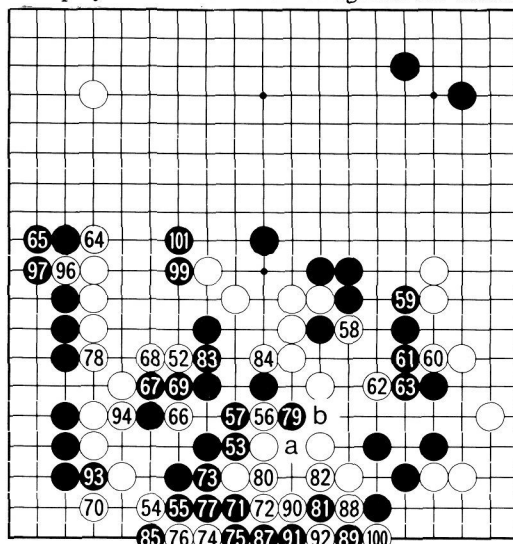


Figure 2 (52 – 101)

86: at 76; ko: 95, 98

of Black 79, White 'a', Black 'b', then launches his attack on the black group with 66.

White 78. This defends the main weak point in White's shape. Black has to resort to a desperate ko in an attempt to live. The result to 101 is favourable for White.

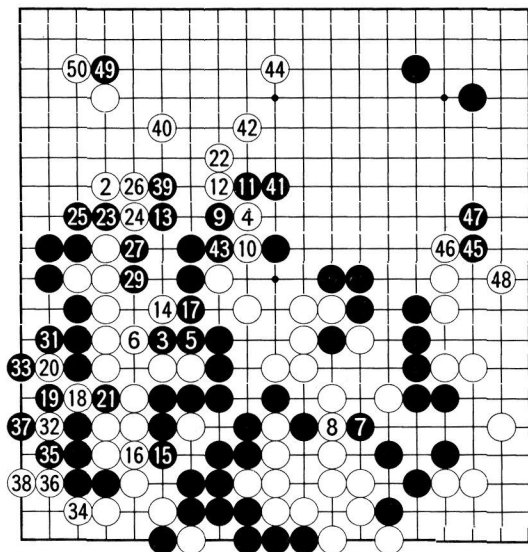


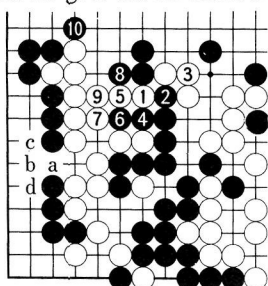
Figure 3 (102 – 150)
28: ko; 30: connects ko

Figure 3 (102 – 150)

White 2. What if White tries to capture Black by cutting at 1 in Dia. 1? After the forced sequence to 9, Black blocks White in with 10, so a capturing race follows. White can complicate matters with the ko of White 'a', Black 'b', White 'c' (or 'd'), but it is much too difficult to work out who will win this fight.

Rin avoids trouble by jumping out to 2, but this is a little thin – the knight's move at 26 seems better.

Black 13 is a good move. White has no efficient way to cover up his defect at 23, so he decides not to bother. He gets the ko started with 18 and



Dia. 1

20, then extends to 22. When Black wedges in at 23, the continuation to 38 is forced, with White using the ko to live in the corner. However, Black regains some of his lost ground in this fight.

Black 43. Essential to ensure two eyes after 42.

Black 49. A do-or-die move. The usual move is invading at the 3-3 point at 50, whereupon White would block at 49. Presumably Kubouchi calculated that this would not be enough to win.

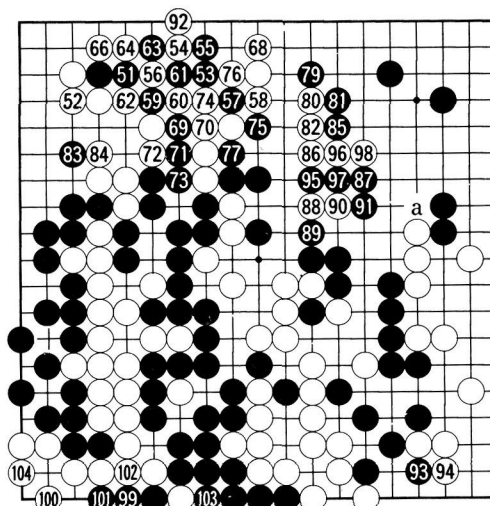


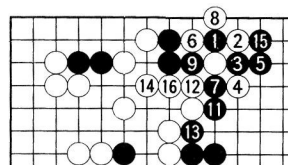
Figure 4 (151 – 204)
65: takes ko; 67: connects; 78: at 57

Figure 4 (151 – 200)

Black 53 looks natural, but the large knight's move at 55, aiming at both Black 68 and the hane to the left of 66, would be better. Another fierce fight starts when Rin makes the placement at 54.

Black 57 is bad – Black should attach at 68 first. If White 2 in Dia. 2, Black gets sente after the forced sequence to 16.

Kubouchi decides to sacrifice his stones. With 79 he tries to initiate a large-scale squeezing operation. Black hopes to gain points by forcing White to remove the captured black group from



Dia. 2
10: connects

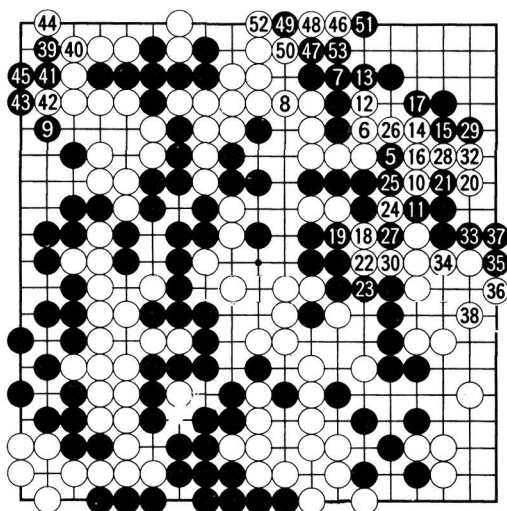


Figure 5 (205 – 253)
31: at 24

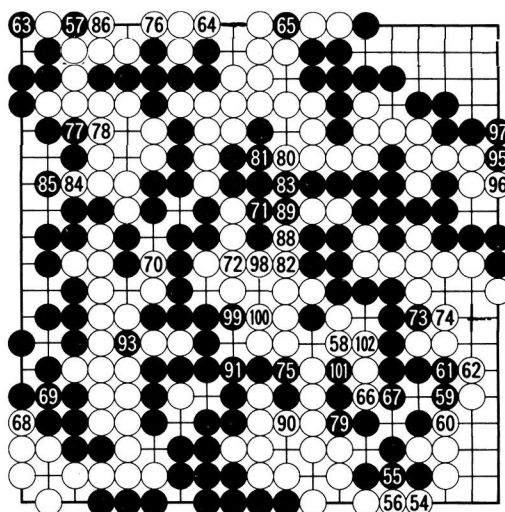


Figure 6 (254 – 302)
87: connects (left of 57)
92: takes 65; 94: takes 93

the board.

The throw-in at 95 is part of the above plan, but this is not the biggest move. Defending Black's top area with 'a' instead would make the game very close.

White more than compensates for the loss of his two stones with the tesuji of 10. The sequence to 32, greatly reducing Black's side area, wins the game for White.

White wins by 4½ points.

Figure 5 (205 – 253), Figure 6 (254 – 302)

THIRD STAGE: TOURNAMENT TO DECIDE THE TOP PLAYER

The third stage of the Kisei tournament consists of yet another knockout tournament, the purpose of which is to determine the challenger to the holder of the Kisei title. The holders of the top four titles (Meijin, Honinbo, Judan and Tengen) at the time the tournament begins are seeded into the final stage, so they do not participate in the first two stages. Another two places go to the winner of the second stage and to the loser of the previous title match. A final three places go to three players recommended by a special committee. The idea is to make this final tournament represent the peak of the Go world, so, for example, a player eliminated in the first or second stage who subsequently wins a title can still gain a place in the third stage by recommendation.

The participants in this stage were:

Otake Hideo: Meijin (till October)

Takemiya Masaki: Honinbo (till June)

Kato: Judan

Kobayashi Koichi: Tengen

Rin: 1st in second stage

Hashimoto Uataro: finalist in 1st Kisei title
recommended players

Kubouchi: 2nd in 2nd stage

Honda: 3rd in 2nd stage

Kudo: 3rd in 2nd stage

Since all major title-holders were already represented, the committee simply added the next three place-getters to Rin in the second stage.

The pairings were then decided by lot. An extra game, in which Kobayashi defeated Hashimoto, had to be played because there were nine players.

Quarter-finals. Rin beat Takemiya, Kubouchi b. Honda, Kato b. Kudo, Otake b. Kobayashi.

Semi-finals. Rin b. Kubouchi, Kato b. Otake.

Final (best-of-three). Kato b. Rin 2–1. Kato thus became the challenger to Fujisawa Shuko.

Otake v. Kobayashi

White: Otake Hideo

Black: Kobayashi Koichi

komi: 5½; time: 6 hours each

date: 3rd November, 1977

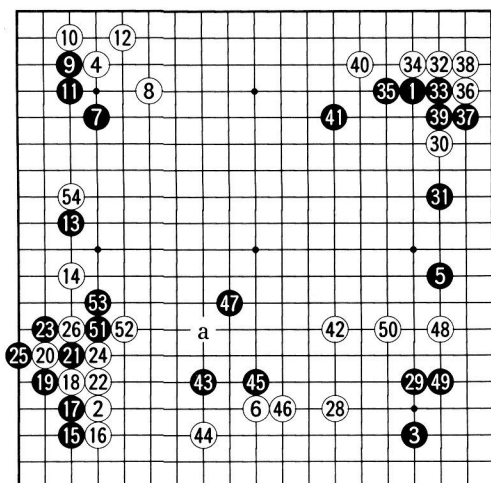


Figure 1 (1 - 54)

27: connects

Figure 1 (1 - 54)

Black 41, White 42. These are miai points.

White 44. Attacking at 'a' is also possible, but if White fails to catch 43, the result would probably be unfavourable.

Figure 2 (55 - 119)

Black 67 is a good answer to the peep at 66.

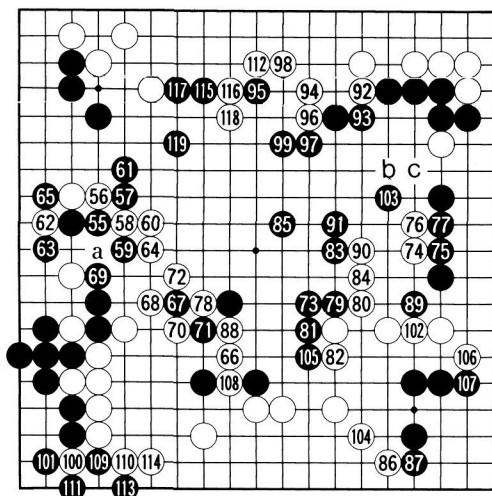


Figure 2 (55 - 119)

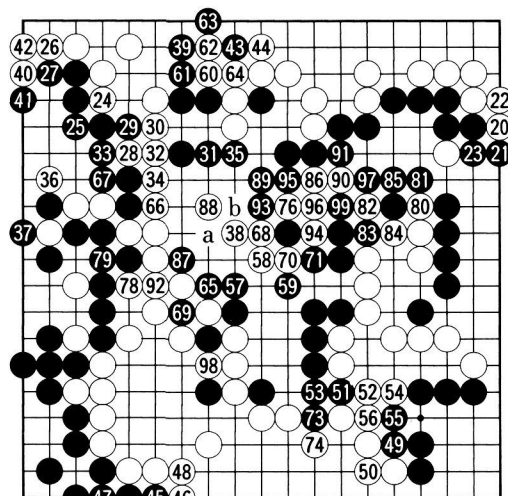


Figure 3 (120 - 200)

ko: 72, 75; 77: connects the ko

100: connects

White should just have cut at 'a', then made a ponnuki.

Black 73 is a good answer to 72. Black has taken the lead.

Black 103 is too small. White 104 narrows the gap. Black should have played at 104 himself. If White plays 'b', he can counter with 'c'.

Figure 3 (120 - 200)

White 38. Defending at 39 is bigger.

Black 65. The losing move. If Black plays the sequence Black 88, White 'a', Black 'b', he would

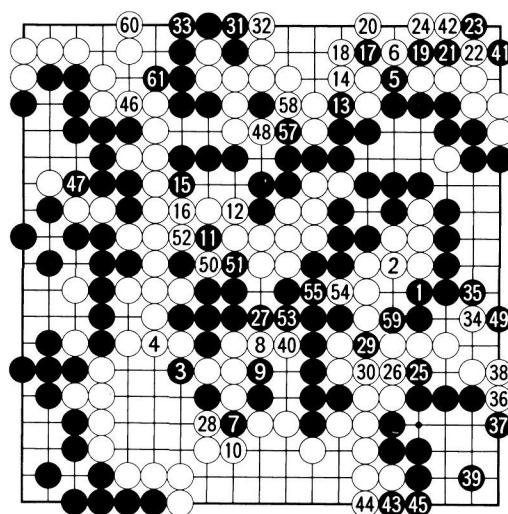


Figure 4 (201 - 261)

56: at 50

win by a narrow margin. Kobayashi (in byo-yomi since 61) thought that his centre was safe, but he overlooked White's superb move at 86. Black has no good answer.

Figure 4 (201 – 261)

Black 3 etc. were played to gain time, but it was too late to do anything. Otake had the game won after 186 and had enough time left to make sure of his victory.

White wins by ½ point.

PLAYOFF TO DECIDE THE CHALLENGER

The final of the third stage, a best-of-three series which is like a mini-title match in itself, was a fitting conclusion to the 1977 tournament year, as it pitted the Meijin against the Honinbo.

GAME ONE

White: Rin Kaiho Meijin

Black: Kato Masao Honinbo

komi: 5½; time: 6 hours each

date: 2nd December, 1977

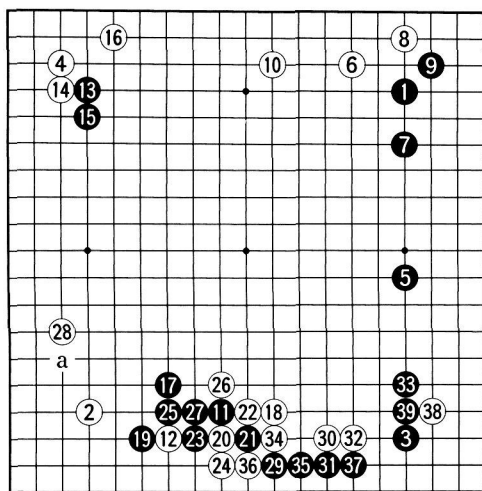


Figure 1 (1 – 39)

Figure 1 (1 – 39)

Black 1 – 11. The same fuseki as in the final round game between these two players in the 1977 Meijin league (see GW5, p.15). Rin makes the first change by extending an extra space with 12.

Black 25. Permitting White 26 is very painful, as Black's shape becomes over-concentrated. Perhaps Black should simply connect at 27. If White

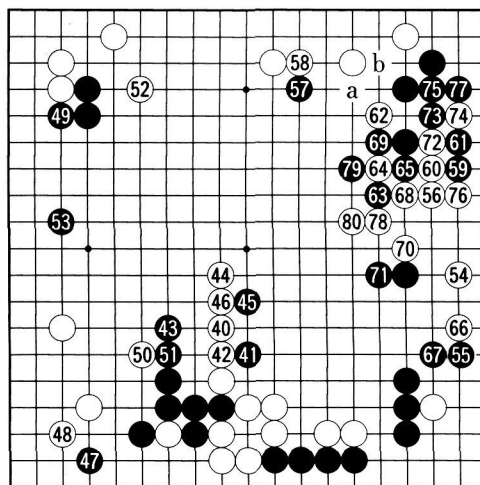


Figure 2 (40 – 80)

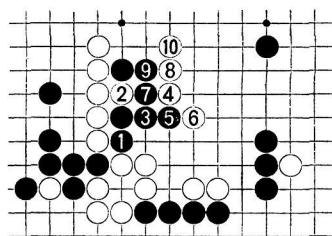
34, he can play 'a'; if instead White 28, he can capture the two stones with 29.

Figure 2 (40 – 80)

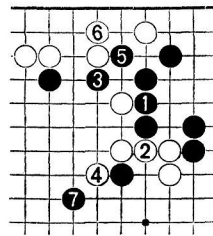
Black 47. Black cannot cut at 1 in Dia. 1, as White captures him with 2 to 10.

Black 57. Having made this kikashi (forcing move), Black should also attach at 'a', forcing White 'b'. This omission makes a lot of difference in the subsequent fighting.

Black 65. This lets White counterattack with 68 etc., getting an excellent result on the right side. Black should simply connect at 1 in Dia. 2.



Dia. 1



Dia. 2

Figure 3 (81 – 116)

Black 81. The largest point. Kato is behind (by about the komi), but he continues patiently, waiting for a chance. However, he does not gain any ground in the attack from 91 and 103.

White 114 defends against Black 'a' – White 'b' – Black 'c' and also aims at cutting at 'd'. (114 at 'e' is also possible).

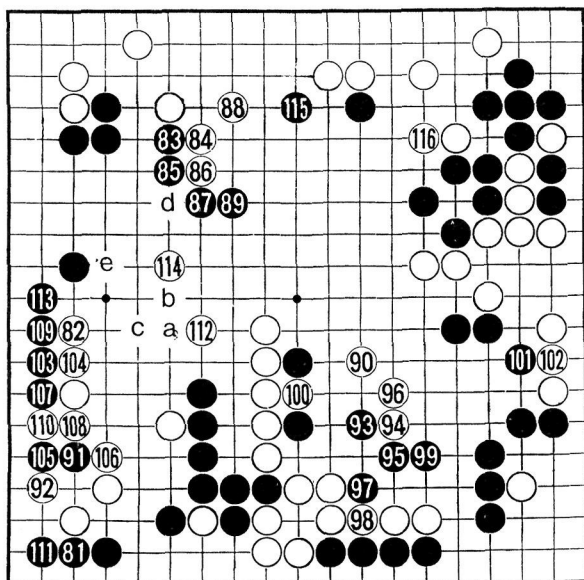


Figure 3 (81 - 116)

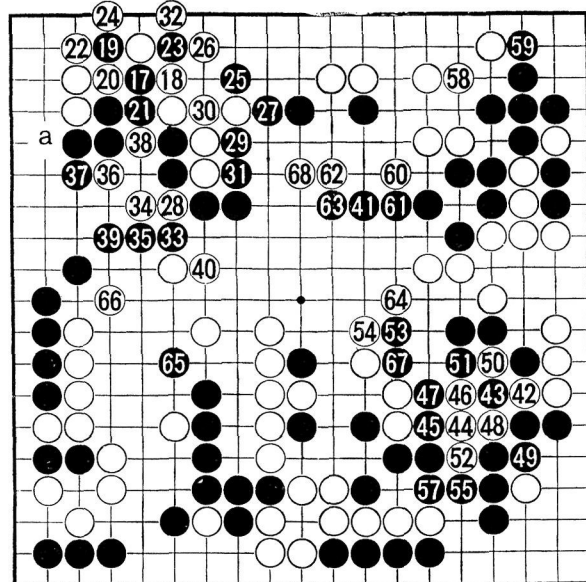


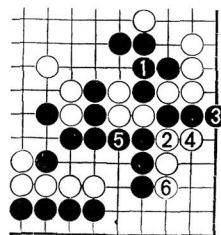
Figure 4 (117 - 168) 56: at 43

Figure 4 (117 - 168)

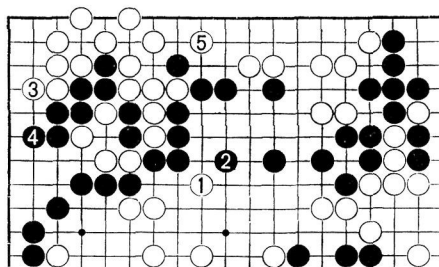
White 22. Rin commented later that he should have connected at 23 instead. This would let Black descend to 'a' in sente, but in the game Black gets a nice squeeze with 23 to 31, though he then has to give up two stones.

Black 49. If at 1 in Dia. 3, White lives in the corner with 2 to 6.

White 60. An uncharacteristically aggressive move for Rin, considering that he is ahead. The ordinary endgame sequence shown in Dia. 4 would have put him ahead on the board.



Dia. 3



Dia. 4

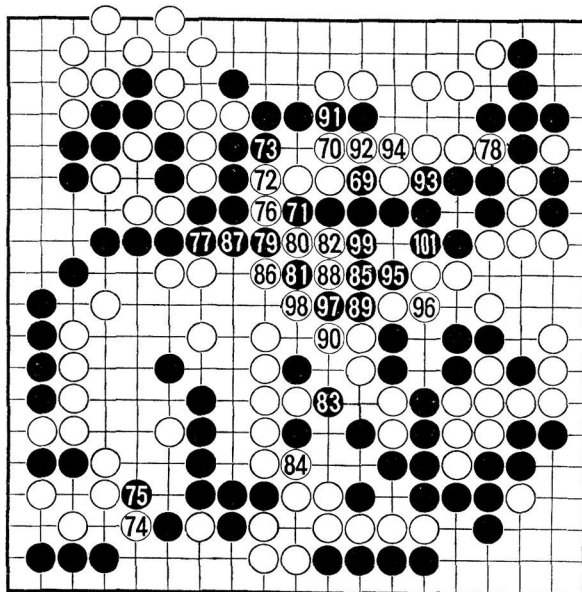


Figure 5 (169 - 201)

100: connects

Figure 5 (169 - 201)

White 78. White sets out in earnest to kill the black group. The dozen or so professionals following the game concluded that the group was moribund, but Kato disagreed.

Black 83. The ace up Kato's sleeve. Giving up the group at the bottom would be an unfavourable exchange for White, so he has to connect at 84. Because of the presence of 83, White has

to answer Black 89 at 90, instead of taking away Black's eyes by playing at 95. Black just manages to scrape through by the skin of his teeth. (Note that the timing of 83 is important. If Black plays there later, after adding more stones to his group under attack, White will then be glad to exchange groups.)

As is usually the case, this abortive attempt to kill a live group proved to be costly. White's initial cut at 78 was a dame point, while Black gained a lot by playing 91 in sente. Nonetheless, this is not yet an upset, for apparently White still has a lead of half a point.

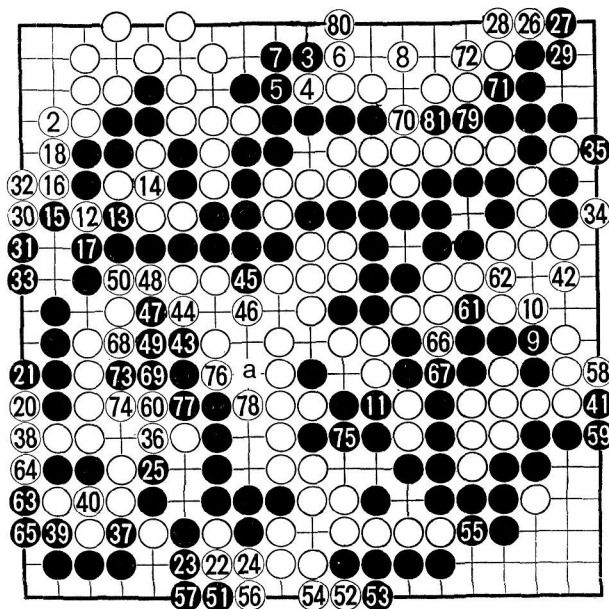


Figure 6 (202 - 281)
19: connects

Figure 6 (202 - 281)

White 70 is the losing move. This is barely one point in gote, yet there is still a two-point move at 75. The sequence White 75, Black 70, White 80, Black 73, White 74, Black 76, White 'a', would have given White a 1/2-point win. (Black could start a ko by playing in below 75 but does not have enough ko threats to win it.)

This was an ironic end to Rin's winning streak. A couple of his wins had come from silly mistakes by his opponents in the endgame. Now, in what should have been his 25th successive win, the tables had been turned.

Black wins by 1/2 point.

GAME TWO

White: Kato

Black: Rin

date: 16th December, 1977

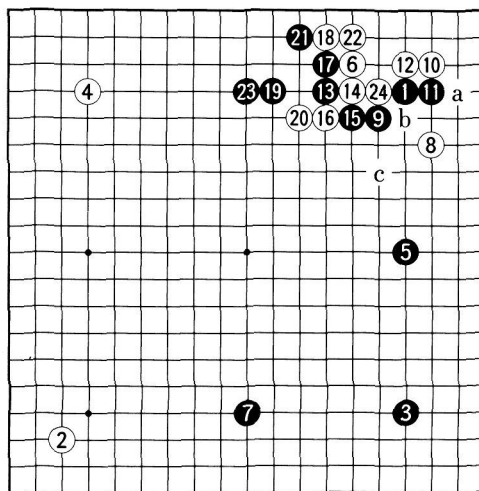


Figure 1 (1 - 24)

Figure 1 (1 - 24)

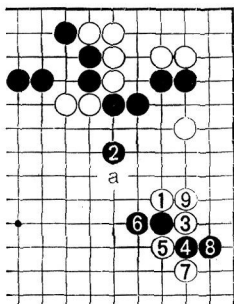
Black 1, 3, 5. Rin is known for his territory-oriented style, but recently he has been playing the influence-oriented sanren-sei quite often.

White 8. The double approach move is common in handicap Go but unusual in even games. Entering immediately at 10 is the standard move.

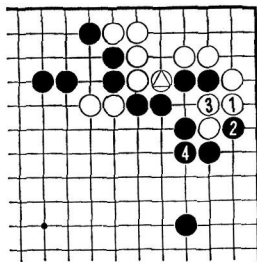
With 9 and 13 Black accepts White's challenge. In the handicap Go joseki Black plays 13 at 16, but this is too mild for an even game. White, in turn, has to cut with 14 and 16 - crawling at 17 would be too submissive.

White 24. This is a vital point, but judging from the result it is a dubious move. The aim of 24 is to prevent Black 'a' from being sente against the corner. If Black answers 24 by connecting at 'b', White can get a nice attack going with 'c'. However, Black is not here to make things easy for White.

Rin's opinion, which was seconded by Sakata, was that White should have played a probe at 1 in Dia. 1 instead of 24. Black 2 seems necessary, so White can continue with 3. Black seems to be in for a difficult fight after White connects at 9 (White can aim at attacking with 'a').



Dia. 1



Dia. 2

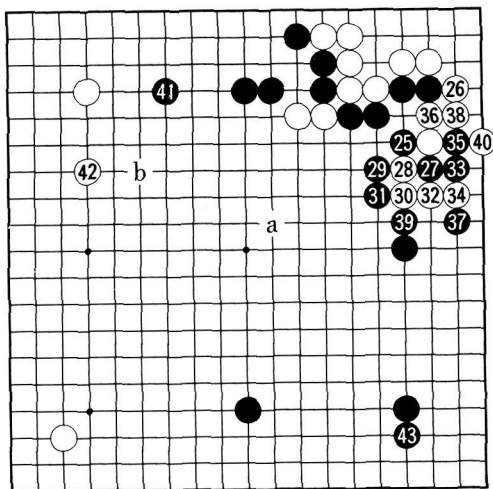


Figure 2 (25 - 43)

Figure 2 (25 - 43)

Black answers with the diagonal move of 25, so White is able to hane at 26. However, if White plays 28 at 1 in Dia. 2, Black is happy to answer with 2 and 4. He can be content with the fact that White 24 (the \triangle stone) has turned out to be a non-urgent move.

White 28. On the face of it, a very severe cut. In fact, Black's position seems to be on the point of falling apart. However, Black cheerfully puts into effect a large-scale sacrifice strategy with 29 to 39. All that White accomplishes is to build an extra moat around his already securely-defended castle. Black not only builds up magnificent outward influence but also gains sente to make the excellent exchange of 41 for 42, followed by defending his corner with 43.

The result to 43 gives Black a definite lead, which is a clear indication that cutting at 28 was an overplay. White should have taken the

large point of 41 himself with 28. For that matter, even the result in Dia. 2 would be preferable to the actual result in the game.

Black 43. Black 'a', aiming next at 'b', is another possibility.

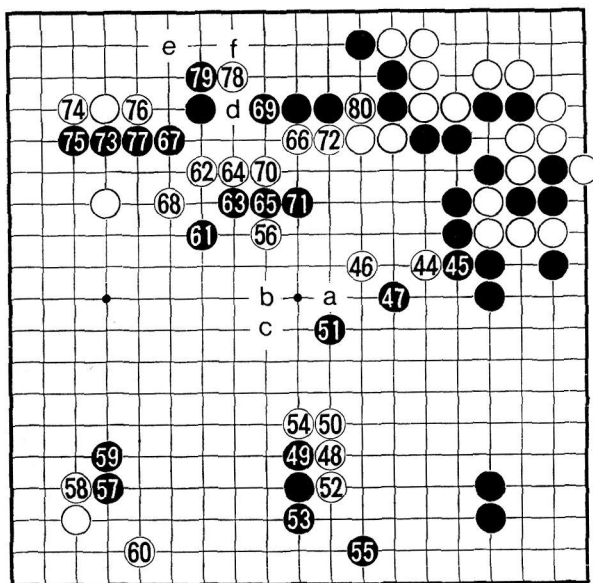


Figure 3 (44 - 80)

Figure 3 (44 - 80)

White 44, 46. A difficult stage of the game for Kato. He has to do something in the centre, but inevitably he will come under severe attack from Black. White 46 seems a little heavy – perhaps White 'a' would be better.

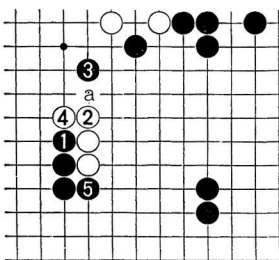
White 48. The necessity to make this reducing move, temporarily deserting his weak stones in the centre, indicates how unfavourable the overall position is for White. This kind of move is an open invitation to Black to set up a splitting attack.

Black 51. And sure enough the attack comes. Actually, in Go Seigen's opinion, pushing once more with 1 in Dia. 3 before attacking at 3 would have been even more severe. (Black plays 3 even if White plays 2 at 'a'.)

White 62. Fleeing toward the bottom with 'b' would only give Black a golden opportunity to renew his splitting attack with 'c'.

White 66. A clever move. If Black pushes through at 72, White extends down from 66.

White 74. A bad mistake in the order of moves.



Dia. 3

White should first peep at 78. Black would have little choice but to connect at 'd', so White could then play 74 and 76, followed by connecting under with 'e'.

Black 79. Black takes advantage of White's mistake in order to counter with 79. If White 'd', Black hanes under at 'f'. Since White 'd' does not work. White pushes through at 80. However, the addition of a stone at 79 places White's corner in some danger.

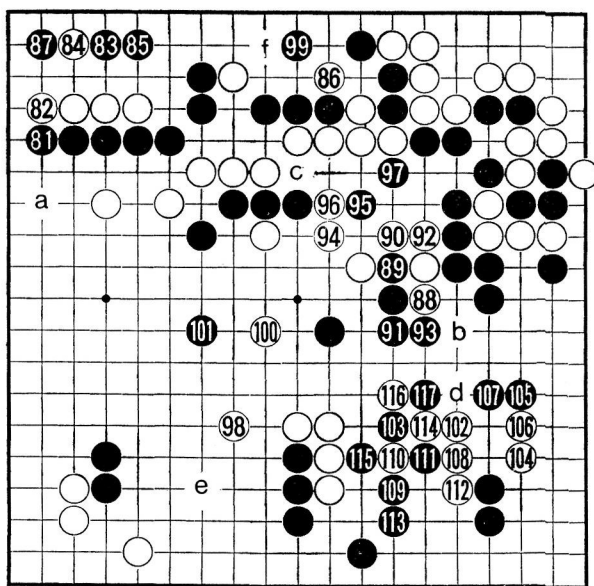
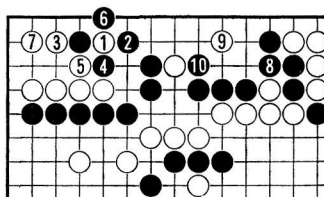


Figure 4 (81 – 117)

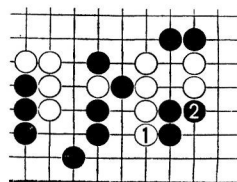
Figure 4 (81 – 117)

White 84. White can live with 3 to 7 in Dia. 4, but Black gains sente to defend at 8. White 9 is countered by Black 10. When Black links at 8, White has to worry about his large centre group again. Kato therefore decided to capture two stones with 86, sacrificing the corner.

Black 87 is not necessary to kill the corner, but if Black omits this move, White can play 87,



Dia. 4



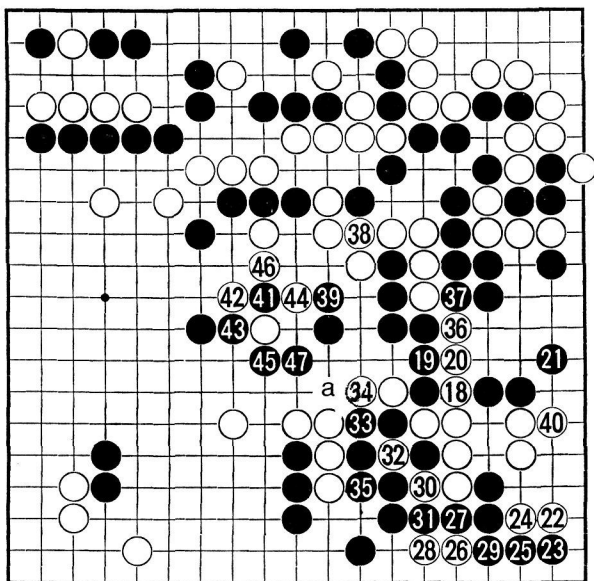
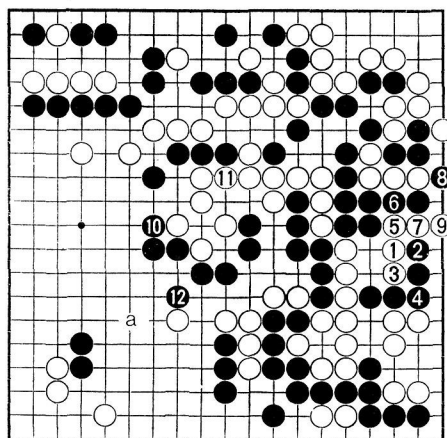


Figure 5 (118 - 147)

with 9. Black next forces with 10, then launches an attack on another white group with 12 (or 'a'). In short, the position is hopeless even if White does live.

This was an extremely complicated game which would require much of the space in this magazine for a proper analysis. Suffice it to say that Rin's large moyo strategy worked perfectly and when put to the test, he was able to back



Dia. 6

it up with fighting power that was a match even for 'Kato the killer'.

Black wins by resignation after move 147.

Game Three

White: Rin

Black: Kato

date: 22nd December, 1977

Figure 1 (1 - 55)

White 14. In the first game Rin crawled at 1 in Dia. 1, a move which met with a lot of criticism. After White 3 Black will not answer at 'a';



Go Seigen and Kobayashi Koichi join in the post-game analysis.

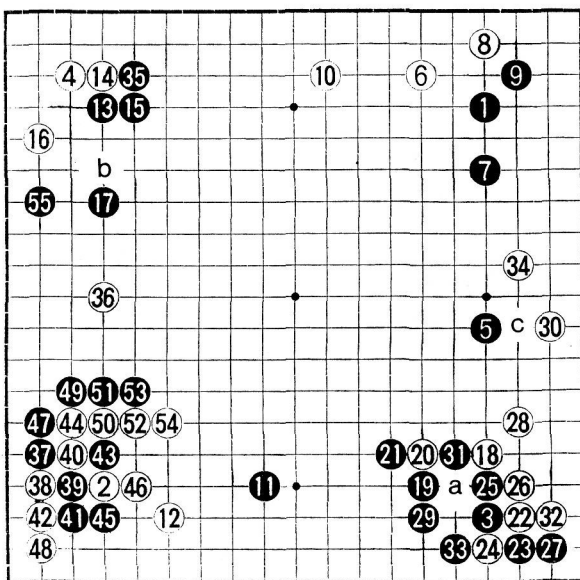
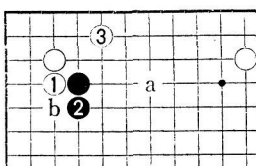


Figure 1 (1 - 55)



Dia. 1

rather, he will switch to 'a' in the figure and aim at blocking at 'b' in Dia. 1 later on.

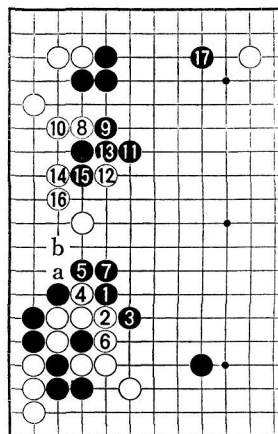
Crawling at 14 here is correct. Black cannot omit 17 after 16, as White 'b' would be a severe attack, so White gets sente to play 18.

Black 25, 27. One of the earliest josekis to appear in the Chinese-style fuseki pattern. However, Kato was dissatisfied with his result when White played 30 and commented that perhaps the joseki needs to be revised.

White 34. Fujisawa Shuko preferred the more solid move at 'c'.

White 36. Simply playing at 40 would also be good enough.

Black 51. Kato regretted this vulgar move. Pressing with Black 1 in Dia. 2 is usually correct style. After 2 to 6, Black connects at 7. If then White 'a', Black answers with 'b', sacrificing three stones but getting good shape. One likely continuation after Black 7 is White 8 to 16, after which Black extends to 17. This result would give a close game.



Dia. 2

Kato's aim in playing 49 to 53 is made clear by 55 — he is planning a large-scale attack on White 36.

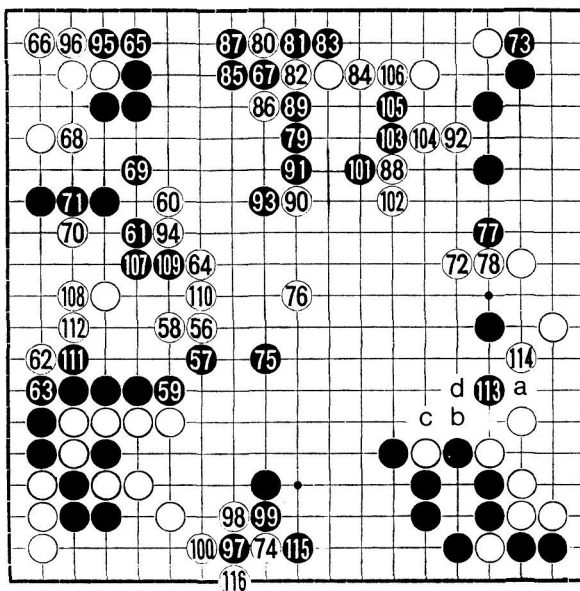


Figure 2 (56 - 116)

Figure 2 (56 - 116)

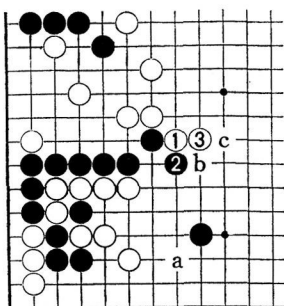
The light move of 56 is an excellent counter to Black's strategy. If Black wants to continue his attack, he has to keep White's stones separated by attaching at 57. This violates one of the basic principles of attacking, however, for attaching only helps the opponent to strengthen himself.

White 60. Another nice move. After 64 White

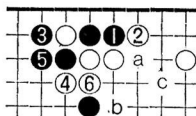
is already safe from attack. Black therefore has no choice but to go for territory with 65 and 67. The latter in particular is an important move, for the game would be over if White were permitted to extend to 85.

White 72 — Black 73. An uncharacteristic exchange for Rin — 73 is quite large.

White 74. White 1 and 3 in Dia. 3 are more urgent. Reinforcing the centre would put White safely ahead by the komi. If Black continues at 'a', after 3, White has the excellent move of 'b', but if Black pushes at 'b', White is happy to extend to 'c', further strengthening the centre. White 74 permits Black 75, a move which weakens White's centre position.



Dia. 3



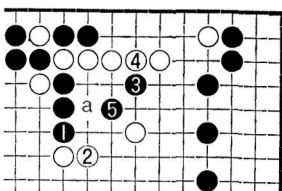
Dia. 4

Kato commences his attack with 79. His only hope of catching up is by attacking White's unsettled groups.

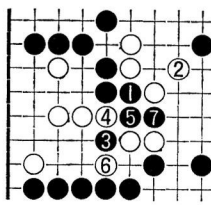
White 84 is correct. If White plays 2 to 6 in Dia. 4, he has to worry not only about the cutting point at 'a' but also about the possibility of Black 'b' or 'c'.

White 92 is a cautious move. White would prefer to play 2 in Dia. 5, but Black can counter with 3 and 5. At this stage White should be able to save himself with the help of the tesuji of 'a', but this bad aji would be too much of a burden.

Black 107. Essential to destroy White's eye-shape. White is forced to connect at 110 — 2



Dia. 5



Dia. 6

in Dia. 6 would be disastrous.

White 114. White 'a' would be better, as he could aim later at playing White 'b', Black 'c', White 'd'.

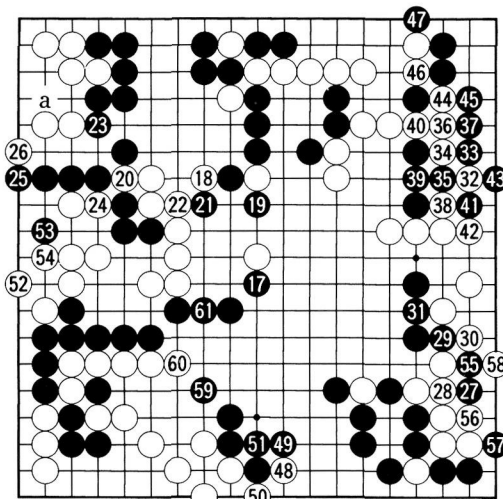


Figure 3 (117 - 161)

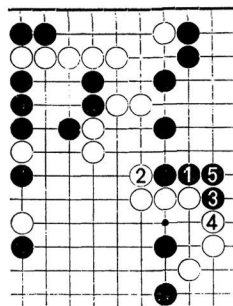
Figure 3 (117 - 161)

Black 17. A probing move which also aims at surrounding the centre. Black could also continue his attack with 17 at 19, followed by White 21, Black 23 (saving the three stones). However, Black seems to have done well enough with his attack so far to make this aggressive sequence unnecessary.

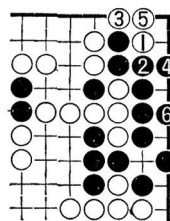
White 26. Necessary — Black threatens to kill White by attaching at 'a'.

Black 27 — 31. Kato regretted playing this sequence, as it was not worth losing sente. The biggest move is Black 1 in Dia. 7. The sequence to 5 would give Black a definite lead.

White 32 — 46. An excellent sequence for Rin. This makes the game very even.



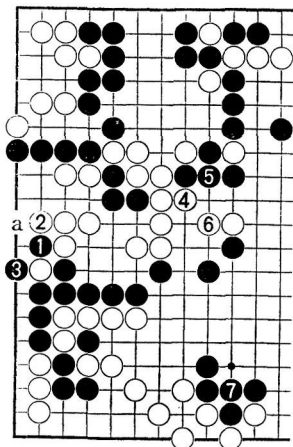
Dia. 7



Dia. 8

Black 47. Necessary to prevent White 1 in Dia. 8, which would reduce Black to the minimum eye-space.

Black 51. This was Black's last chance to capture a stone in sente with 1 in Dia. 9. White has to play either 'a' or 4 and 6 to ensure himself of two eyes, so Black could then come back to 7. This was a bad slip — Kato resigned himself to losing when he saw White 52.



Dia. 9

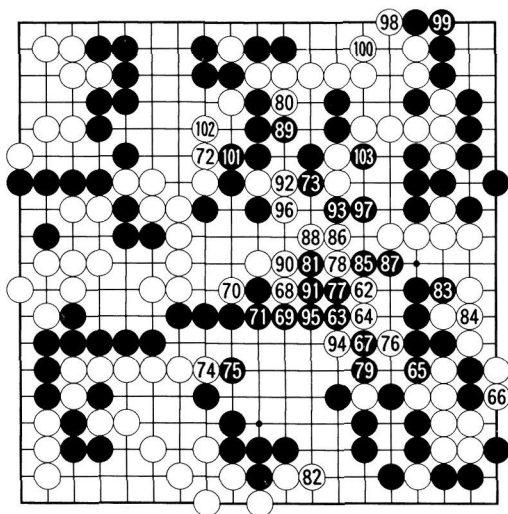


Figure 4 (162 – 203)

Figure (162 – 203)

White 92. Black seems in grave danger of losing something here when White plays 92, but Kato is ready with the clever answer of 93.

Figure 5 (204 – 261)

White 24. The move which Rin regretted most.

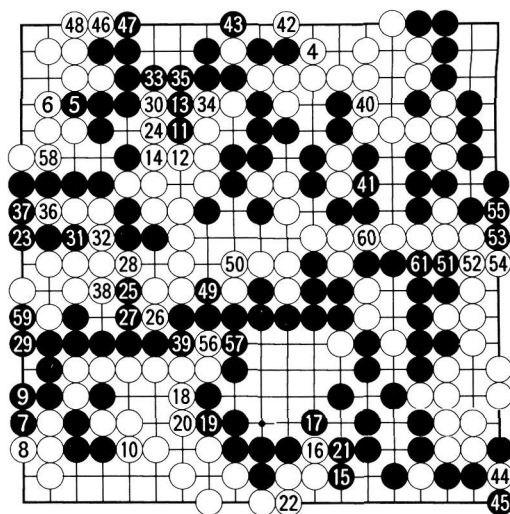


Figure 5 (204 – 261)

He would have saved a point by playing the forcing move of 26 first.

Figure 6 (262 – 321)

White 62 is the losing move. Starting the ko immediately is a mistake. The correct order is 68, Black 73, then White 62. This would give White one more ko threat than in the game, which would be enough to win the ko and thus take the game by half a point.

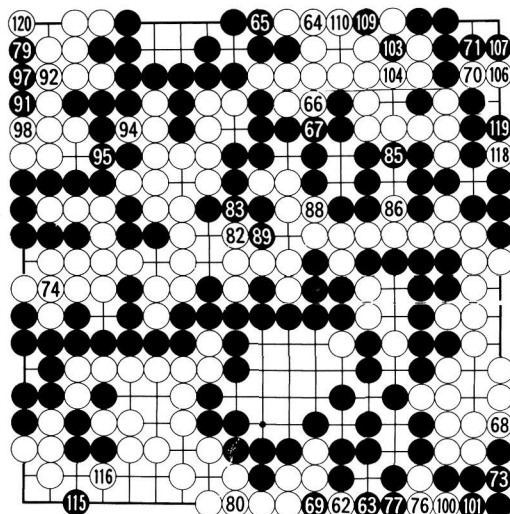


Figure 6 (262 – 321)

Ko: 72, 75, 78, 81, 84, 87, 90, 93, 96, 99, 102, 105, 108, 111; 112: throws in (above 76); 113 takes (76); 114, 117: ko; 121: connects (62)

Rin was so upset by this defeat that he was unable to sleep that night. No wonder — a paltry one point deficit over three games had cost

him his chance of having a crack at the most valuable prize of all.

Black wins by ½ point.

2nd Kisei Title Match

Kato Masao versus Fujisawa Shuko — the Yomiuri newspaper could hardly have wished for a better pairing for the climax of the 2nd Kisei title. When Shuko won the 1st Kisei title, Kato, in the course of offering his congratulations, had publicly promised to challenge him in the second title match. For his part, Shuko has a great deal of respect for Kato and admires his candid selfconfidence. The two are good friends and have played countless lightning games.

Before the match Kato was a heavy favourite. The reason was simple — Kato's record last year



Sightseeing in Sapporo the day before the start of the game — Kato, Fujisawa, Iwamoto and Go Seigen

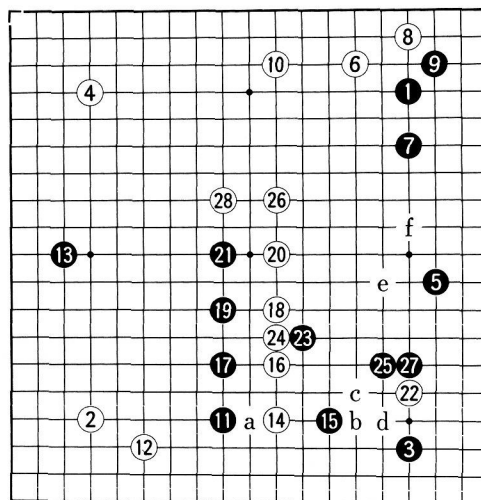


Figure 1 (1 – 28)

was 31 wins — 13 losses, while Shuko's was 7 wins — 12 losses. After winning the Kisei title in February 1977, Shuko drowned himself in sake for the rest of the year and was only able to win four out of his next fifteen games, a truly dismal performance for such a great player.

However, the Kisei title is different — after all, one would only have to win four games a year to remain at the peak of the Japanese Go world — and Shuko went into 'training' a month before the title match began. At stake was not only the prestige of the top professional title but also the magnificent first prize of 17 million yen. (The loser receives 3 million. In addition, the winner receives a match fee of 6 million and the challenger one of 4 million.)

GAME ONE

White: Kato Masao Honinbo

Black: Fujisawa Shuko Kisei

komi: 5½; time: 9 hours each

date: 12th, 13th Jan., 1978; played in Sapporo

Figure 1 (1 – 28). *An interesting start*

These days the Chinese-style fuseki is auto-

matically associated with Kato, but Shuko is also fond of this pattern. In fact, he is credited with inventing the 'revised' pattern in which 5 is played on the 4th line.

Black 11. In an identical position in the third game Shuko makes the more narrow extension to 'a', which could perhaps be considered the 'standard' move. The reasoning behind 11: Black expects White to continue by approaching at 22. He will answer at 'b', whereupon White will be reluctant to attach at 'c'. White 'c' would let Black strengthen himself, thus making 11 more effective than the narrower extension to 'a'. White refuses to fall in with Black's strategy and simply encloses the corner with 12.

Black 13. A well-thought-out move. One might expect Black 22, but the basic strategy of the Chinese fuseki is to dispense with this enclosure, the aim being to entice the opponent into one's sphere of influence in order to attack him. If Black wants to play in this corner, Black 'd' is the move. However, White will then cap at 'e' and if Black answers at 'f', switch to the large fuseki point of 13 on the left. Black plays 13 himself to avoid this result.

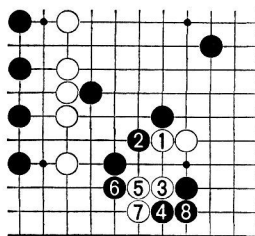
White 14. Kato also invaded at this point in the second game of the 1977 Gosei title (GW3, p.25 – the position to 14 is identical except that 5 was on the 4th line). Needless to say, the selection of an invasion point is White's most vexing problem when confronted with the Chinese-style moyo.

Black 15. This sideways extension is one of the distinctive features of the Chinese-style fuseki. The result to 20 is equal: White is satisfied because his four stones serve to erase Black's moyo.

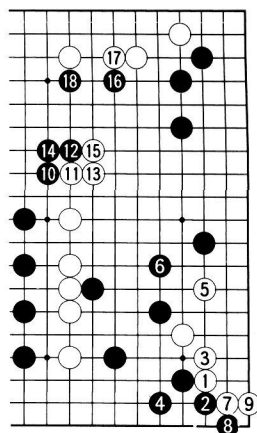
Black 23, 25. A superlative combination, lavishly praised by Go Seigen (the official commentator on the game). If White resists with 1 etc. in Dia. 1, a fight starts in which Black's peep (at 23) proves to be a very useful stone. This sequence would also weaken White's centre group.

Dia. 2. White can live with 1 to 9, but then Black launches a severe attack on the centre group with 10 to 18. Kato found this prospect uninviting.

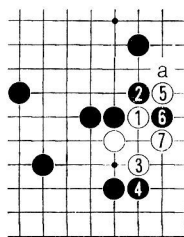
For the above reasons Kato decided, correctly, that jumping to 26 was his first priority. Even after Black 27 the solitary white stone



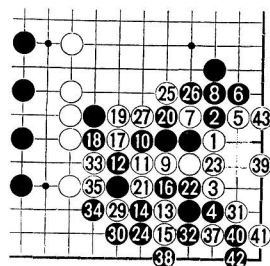
Dia. 1



Dia. 2



Dia. 3



Dia. 4

28: at 7; 36: at 29

is not completely dead. For example, White has the ko shown in Dia. 3. Losing this ko would be very bad for Black. For readers who are curious about what happens if Black avoids the ko by playing 6 at 'a', Go Seigen offers the sequence to 43 in Dia. 4.

White 28. An excellent point, expanding White's moyo at the top and preparing to attack Black.

Figure 2 (29 – 61). *Advantage to Black*

White 30, 32. A powerful combination, typical of Kato. He is pinning his main hopes of winning on attacking the centre black group. Shuko ignores him, however, and jumps out to 33, an excellent point for reducing White's moyo at the top.

White 34 strikes at the weak point of the three-space extension. Kato's aim is to build up thickness in preparation for an attack on the centre black stones. White 40, however, is a very slack move which met with Go Seigen's censure.

Dia. 5. Instead of 40 White should defend the top corner with 1 and 3. Black will probably push out with 4 etc., but White will be happy to

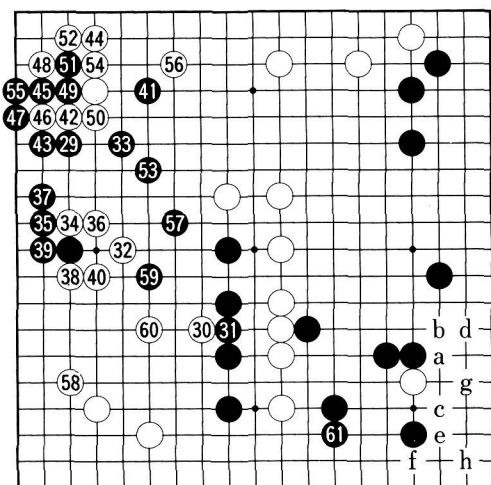
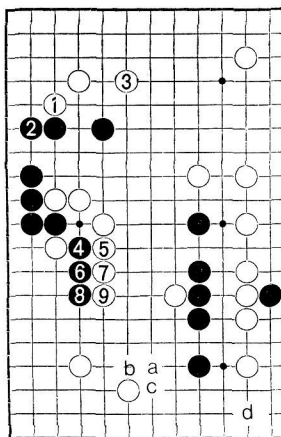


Figure 2 (29 - 61)



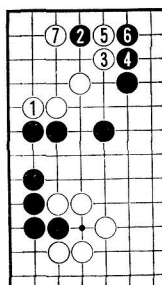
Dia. 5

answer with 5 to 9. After the game the players agreed that Black would be able to live with Black 'a', White 'b', Black 'c', but then White 'd' would be sente, making it easier for White to try something in the bottom right corner. In addition, White gets a much better moyo at the top.

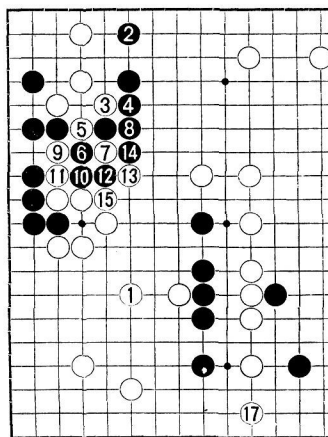
Black clearly goes into the lead with 41. Not only has White's moyo disappeared, but the upper left corner has even been transformed into Black's sphere of influence. In short, White has gained no compensation for permitting Black 25 and 27 in Figure 1.

White 44. White 1 in Dia. 6 is possible, but this lets Black build thickness at the top with 2 to 6.

Go Seigen felt that White 46 was a strangely submissive move for Kato. He advocated attack-



Dia. 6



Dia. 7 16: at 7

ing with 1 in Dia. 7. If Black tries to capture the top corner with 2, White can fight back with 5 and 7, getting a ko. The sequence to 16 (ko threats and captures are omitted) would be the probable continuation, after which White could set out in earnest to capture the centre group by playing 17.

White 58. Black's group is not safely connected, but White hesitates to try and cut it off, as he is not confident that he can kill it. Attacking and failing would be worse than not attacking.

Black 61. White 60 shows that White is still aiming at cutting off the black group in the centre, so Black takes the precaution of offering assistance from this direction. Black 61 also serves to destroy the remaining aji of the solitary white stone. If White plays 'a', Black kills him outright with Black 'b', White 'c', Black 'd'. If next White 'e', then Black 'f' makes miai of 'g' and 'h'.

Figure 3 (62 - 100). A missed opportunity

White 62. This is not an attempt to live but merely to create aji in the corner.

Black 73, 75. A turning point in the game. These steady moves are not characteristic of Shuko. If the game were closer, Shuko would undoubtedly attack with 1 in Dia. 8, splitting White into two. The sequence to 11 is just one possible continuation, but it seems that White has no good counter to Black's attack. After 11 here, White would be in serious trouble, as Black threatens to peep at 'a' and to play through at 'b'. Shuko commented that he could not choose between Black 1 and Black 'c' in Dia. 8, so he ended up playing safe with 73 and 75,

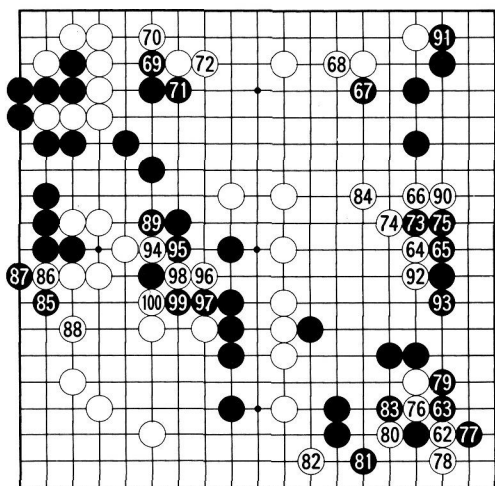
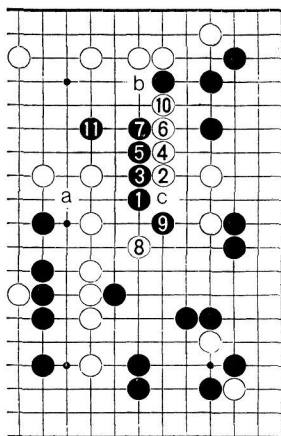
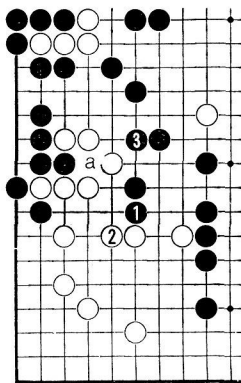


Figure 3 (62 – 100)



Dia. 8

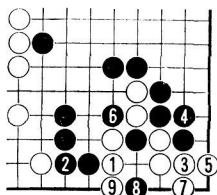


Dia. 11

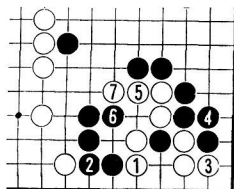
as he felt that this was sufficient to win. His positional judgement was correct, as Black was around ten points ahead on the board. However, from this point the flow of the game began to change.

White 76 etc. These are sacrifice stones played in order to make White 82 sente. If Black ignores 82, White can live with 1 to 9 in Dia. 9. Actually, instead of 5 –

Dia. 10. White could go for more profit by playing 5 here. If Black tries to kill him with 6,



Dia. 9



Dia. 10

White pokes his head out with 7 and seems unlikely to be caught.

White 84. The sealed move at the end of the first day.

Black 89. A bad slip. Black should first force with 1 in Dia. 11, then reinforce at 3. This would leave him with the option of capturing two stones late with 'a' and would keep Black safely ahead.

White's sequence from 94 to 100 virtually turns Black 89 into a wasted move. Suddenly the game has become very close.

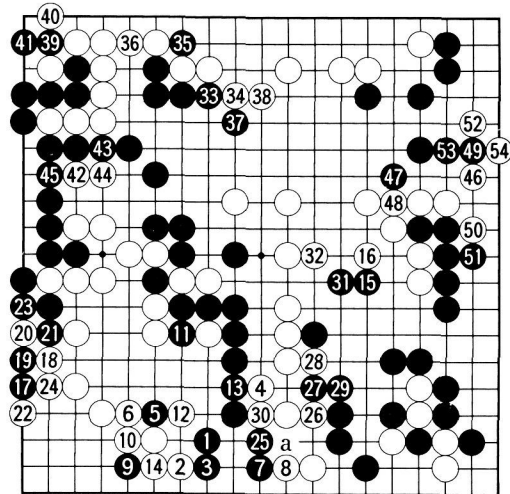
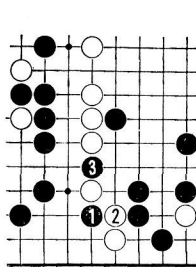


Figure 4 (101 – 154)

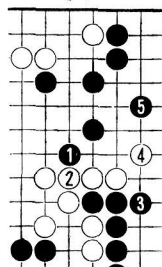
Figure 4. A difficult endgame

Black 1 aims at cutting with 1 and 3 in Dia. 12.

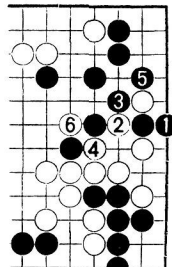
Black 11 – White 12. A bad exchange for Black. He should simply connect at 13.



Dia. 12



Dia. 13



Dia. 14

Black 39. Worth nine points but the losing move, in the opinion of some players. Black would probably have won if he had played 1 to 5 in Dia. 13.

Black 49. Another slip – Black should answer at 52, as he has no answer to White 52. If he plays 1 in Dia. 14, White starts a ko with 2 and 4.

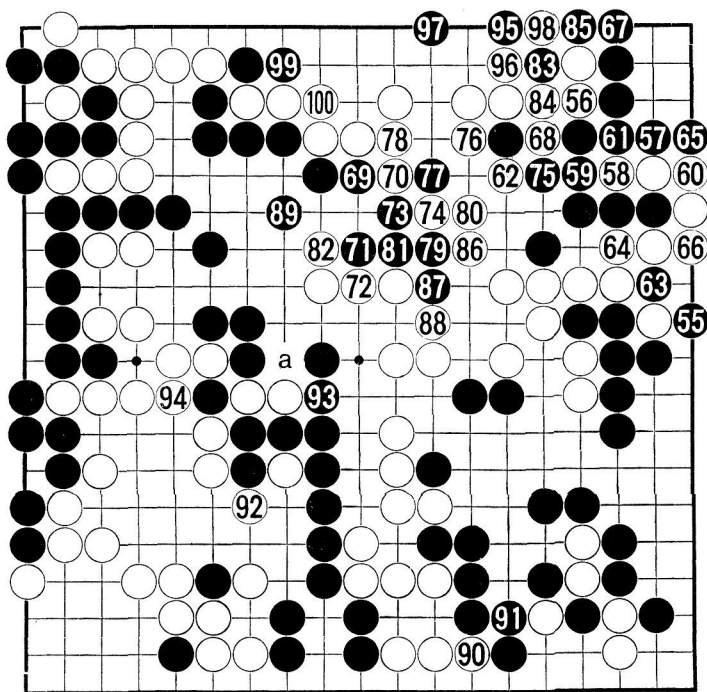


Figure 5 (155 - 200)

Black cannot win the ko, so he would have to let White capture a stone with 6.

Figure 5 (155 - 200). Black's last chance

The sequence from White 56 causes Black considerable annoyance. In particular, White 56, saving a stone in sente, is a big move for White. When White attaches at 62, preventing Black from getting an eye on the outside, he is forced to scramble for life in the corner with 65 and 67. Since he will have to add another stone later, this corner has been reduced to a mere five points. White has now taken a narrow lead.

White 94. A dangerous move - blocking at 96 would be safer and would assure White of victory.

Black 95. This challenge to a ko fight is Black's last hope, but he failed to make adequate preparations.

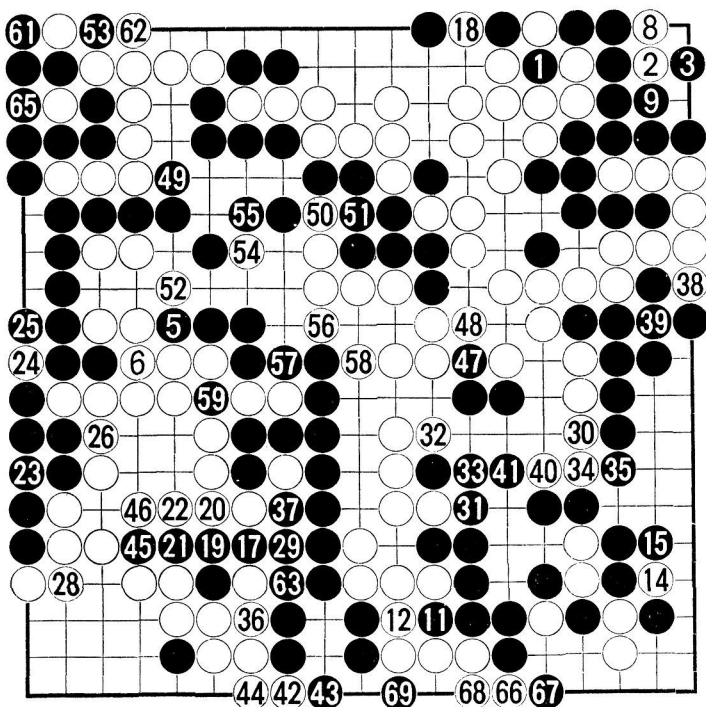
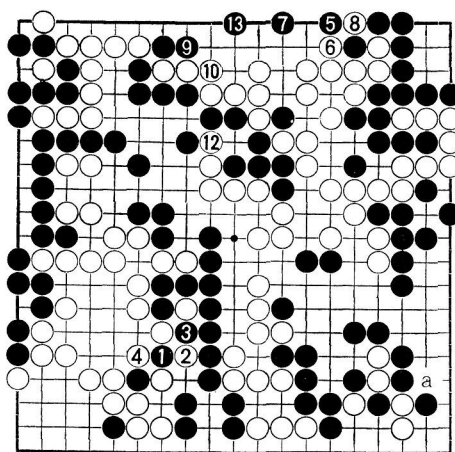


Figure 6 (201 - 270)

ko: 4, 7, 10, 13, 16; 27: connects
60: retakes; 64: ko; 70: connects



Dia. 15

11: ko

Dia. 15. Apparently Black should have forced with 1 and 3 before playing 5. He will then ignore ko threats such as White 12 and 'a' and enlarge the ko fight with 13. The point of playing 1 and 3 first is that this eliminates two ko threats (starting with 'a' in the

figure) that White has against this black group. This would give Black more ko threats than White.

Figure 6 (201 – 270). *Treading on thin ice*

Black's ko threat at 17 is not big enough, so White promptly dissolves the ko, making certain of victory in the same instant, with 18. White gains five points with 18, while Black only gains six points with 17 to 22 (assuming Black 29 later). In other words, Shuko's desperate challenge with 195 had almost no effect on the outcome.

The game ended at 5:48 p.m. Kato must have had his share of anxious moments during the course of these two days, but in the end his steadiness and indomitable spirit reaped their reward. Shuko did not appear in the least downcast, but he must have felt unfairly treated by fate. As Go Seigen put it in his summing-up, 'If Black can't win a game like this, how can he expect to win any game?'

White wins by 1½ points.

Time taken. White: 7 hours 59 minutes

Black: 6 hours 39 minutes

GAME TWO

White: Fujisawa Shuko

Black: Kato Masao

date: 24th, 25th January, 1978

played in Tottori City

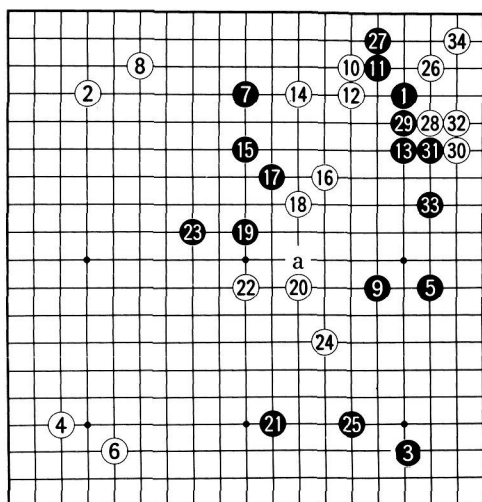
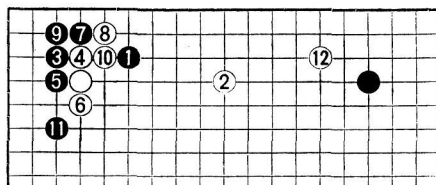


Figure 1 (1 – 34)

Figure 1 (1 – 34)

White 4. A move designed to counter the



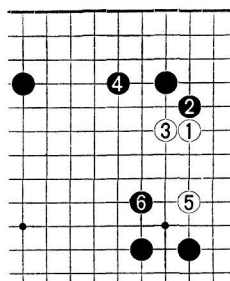
Dia. 1

Chinese-style fuseki, as the enclosure with 6 opposes the influence of Black's right side framework. For this reason Black naturally plays 7 at the top rather than at the bottom.

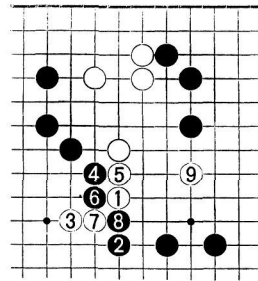
Black 7. Previously Black used to play this move at 1 in Dia. 1. However, White counters with a pincer at 2, leading to the sequence to 11. White then plays 12, curbing the potential of Black's right side framework.

Black 9. This innovation by Kato looks a little unusual but is an interesting move. Almost certainly Kato had researched it thoroughly in private before springing it on Fujisawa. Since the possibility of a white capping move at 9 is one of the drawbacks of the low move at 5, preempting this point makes sense. Note that both this move and White's next move show that neither side attaches much importance to the bottom area.

White 10 is the turning point of the fuseki. Playing on the other side at 1 in Dia. 2 would be bad, as White would be hemmed in by 2 to 6.



Dia. 2



Dia. 3

Black 17 is the vital point. White decides to develop rapidly with 18 and 20, but these moves are a little thin. The 'ordinary' move would be White 18 at 1 in Dia. 3, but then 2 would work perfectly for Black. If next White 3, Black would probably cut. Of course there is no saying who would do better in the fight after White 9.

Black 21. A patient move, probing White's intentions. A few years back Kato probably would have started a fight immediately by attaching at 'a', White's main weak point, but nowadays he tends to curb his natural aggres-

siveness.

White 24 helps reinforce the weak point of 'a'.

White 26 is Shuko's first challenge. Living in the corner turns the territorial balance in his favour, but in compensation Black builds up a lot of strength on the outside.

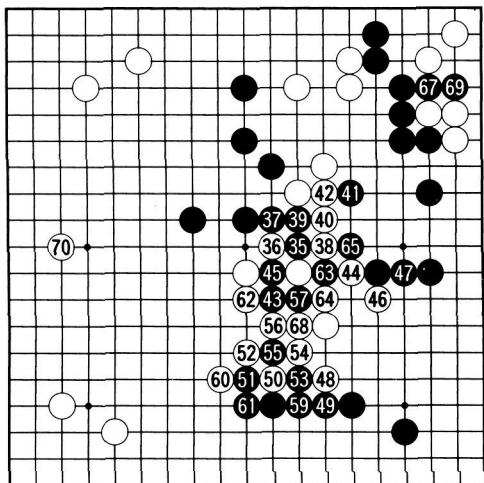


Figure 2 (35 - 70)

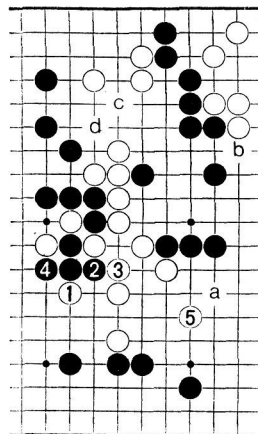
58: ko (below 55); 66: ko (left of 63)

Figure 2 (35 - 70)

Black 35. This challenge is inevitable – Black has to recoup his loss in the corner by attacking.

Black 43. Cutting directly at 1 in Dia. 4 does not work well. White answers with 2 to 6 and threatens to launch a counterattack against Black's group.

White 44. White must not connect at 2 in Dia. 5. After the same sequence when Black cuts at 3, White is left with a heavy group of four stones



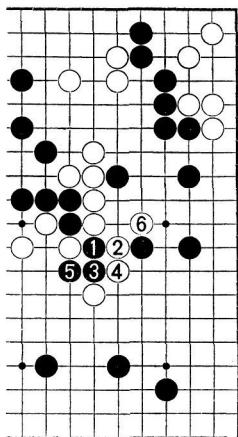
Dia. 6

in the centre, a big difference to Dia. 4.

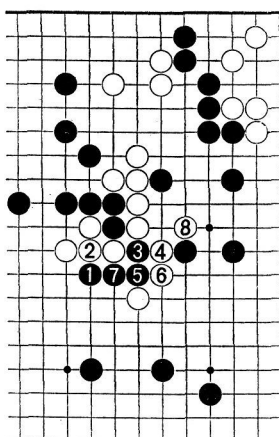
White 50. The last move played before the sealed move on the first day. The sequence to 56 is a standard tesuji, but Sakata Eio 9-dan did not like it. He maintained that the sequence in Dia. 6 was a better way to settle the white group. Black can play 2 but has to backtrack at 4, so White can reinforce at 5. White 'a' next would be sente (Black would answer at 'b'). This way the white group seems unlikely to come under severe attack. If Black attacks at 'c', White extricates himself with 'd'.

White is able to play forcing moves with 58 and 60, but this only helps Black to solidify his bottom area, while a large ko after 65 cannot be avoided. This ko is so large that White cannot answer Black 67.

The consensus was that the large exchange with 68 and 69 favoured Black, as capturing the corner was worth 40 points. White's compensation consisted of ten points in the centre plus considerable thickness there which in turn weakened the black group at the top centre. Since White also got sente to play the large point of 70, it is quite possible that Shuko considered this result to be acceptable.



Dia. 4



Dia. 5

Figure 3 (71 - 109)

Black 71 is a probe. If Black were behind, he would probably continue with 3 in Dia. 7. This is dangerous, however, as White can attack with 6 and 8. Having created some aji with 71, Black is satisfied to continue with the safety-first move of 73.

Black's strategy is open to question, however.

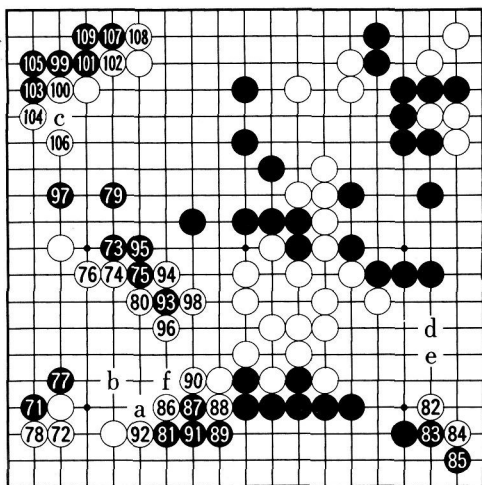
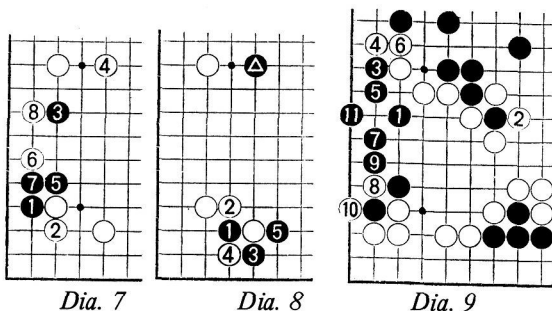


Figure 3 (71 - 109)



It is better style to attack at 1 in Dia. 8 when one is making the ▲ capping move, as the result to 5 works more effectively at the bottom. Nonetheless, one cannot dismiss Black 71 as wrong, as it creates all kinds of aji in the corner.

White 74, 76. White is hoping to secure this whole area as his territory, so after playing the good forcing combination of 82 and 84, he switches back to 86. He has however become too preoccupied with this part of the board – White 86 is close to being the losing move.

Black cannot reduce White's area here by very much (if Black 'a', White 'b'), so White would be better advised to secure the top left corner with 'c'. Another alternative superior to White 86 would be White 'd' on the right – the difference between this move and a black move at 'e' is 20 points. Either White 'c' or 'd' would have made the game very close.

When White plays 92, Black promptly hanes at 93, exploiting the threat of Black 'f'. Black 97 threatens the sequence in Dia. 9, so White has to tidy up his position by capturing at 98.

Black's 3-3 invasion makes his lead fairly definite. Moreover, he gains sente, as White has to add a reinforcement to protect his group.

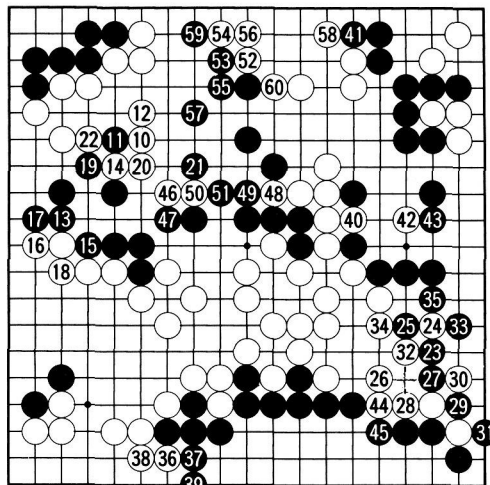


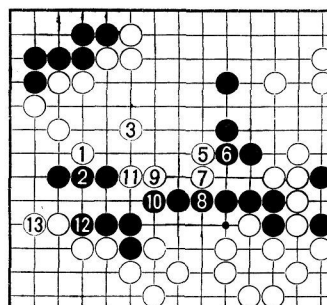
Figure 4 (110 - 160)

Figure 4 (110 - 160)

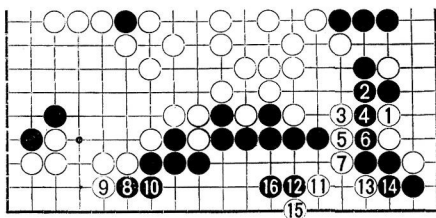
White 10. This was the losing move, in Sakata's opinion. He advocated defending White's group with the combination of 1 and 3 in Dia. 10. These moves are crude but they keep sente, so White can switch to 24 on the right. If Black ignores White 3 in order to play first on the right, White can launch a large-scale attack on Black's group with 5 to 13. This could be tricky for Black.

Black 11 is an effective contact play. Black keeps sente with the sequence to 21, then switches to 23, the last large point on the board. White now has no chance of winning.

White 26. Shuko commented that before dinner on the second day he had been thinking of playing 26 at 1 in Dia. 11, but that he forgot



Dia. 10 4: elsewhere



Dia. 11

this move when the game resumed after dinner. White can break into Black's territory with the clever sequence to 7, but even so this does not affect the outcome, as playing 8 and 10 is good enough for Black.

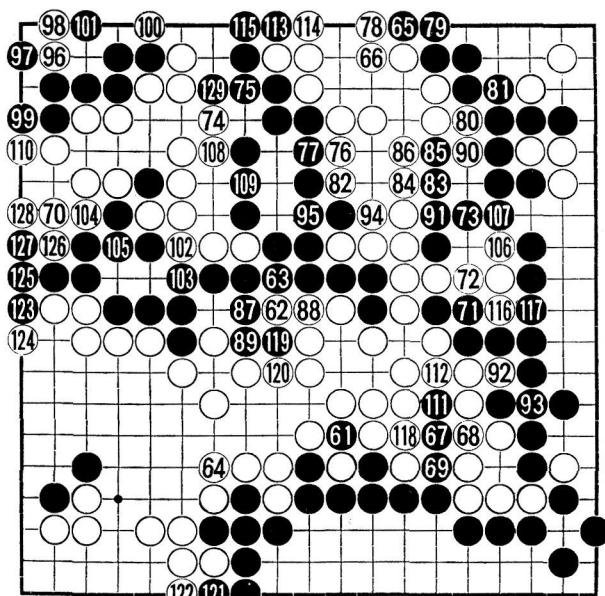


Figure 5 (161 – 230)

130: ko; White wins and connects the ko.

Figure 5 (161 – 230)

The moves in this figure make no difference to the result. This was not a good game for Shuko, but even so he let slip through his fingers what opportunities he did have of winning. By now Kato was beginning to seem invulnerable and fans of Shuko were feeling distinctly uneasy. Surely the Kisei title was not going to be yet another of the one-sided title matches we have become used to in the last couple of years?

Black wins by 3½ points.

Time taken. White: 8 hours 50 minutes

Black: 6 hours 27 minutes

GAME THREE

White: Kato Masao

Black: Fujisawa Shuko

date: 8th, 9th February, 1978

Played at the Fukudaya Inn, Tokyo

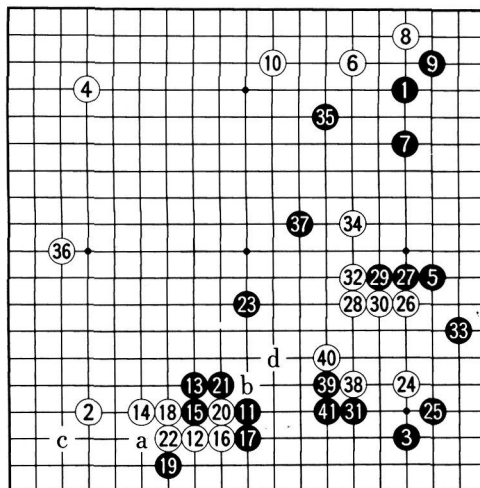


Figure 1 (1 – 41)

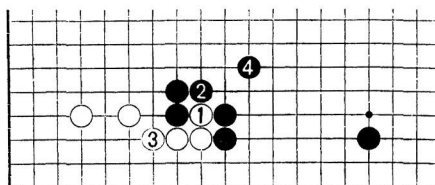
Figure 1 (1 – 41)

Black 11. The first change from the first game. Kato would play 11 one space to the left.

White 12 at 'a' is also possible, but Kato prefers the more aggressive move, though it gives Black an excellent capping play at 13.

White 14. Kato regretted this move, as it lets Black force with 15 and 17, after which he has an ideal opportunity to switch to 29. Perhaps 14 at 'a' would be better.

White 18. Kato also had doubts about this move. Perhaps 1 and 3 in Dia. 1, forcing Black to defend at 4, are better.



Dia. 1

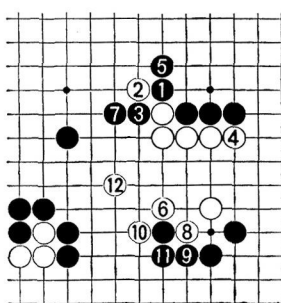
Black 19. If White connects immediately at 22, Black intends to play 'b'. White therefore pushes through at 20 to create a cutting point. Black hopes that the stone at 19 will be of some use if he later invades at 'c' in the corner.

Kato commented that he would have found 19 at 29 more disagreeable. If White pushed through at 20 after Black 29, Black could cheerfully give way at 'b', as the scale of his moyo would be greater than that of White's.

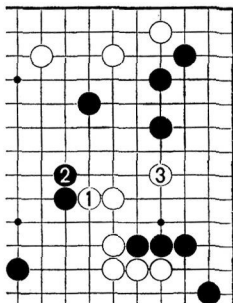
Black 23. A typically large-scale Shuko move. Black 'd' would be tighter. However, White must waste no time coming in at 24.

Black 33 is too mild. The hane at 1 in Dia. 2, followed by cutting at 3, would be more severe. White can settle his group with 4 to 12, but Black strengthens his positions and gains sente.

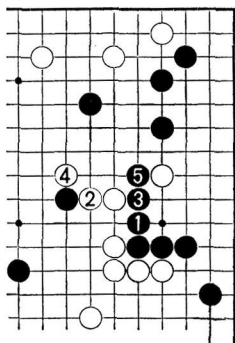
Black 35 is another mild move. White can ignore it to take the large point of 36. At this stage Kato felt that he was ahead.



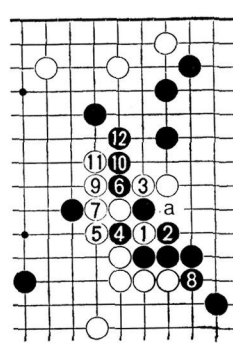
Dia. 2



Dia. 3



Dia. 4



Dia. 5

Figure 2 (42 – 100)

White 42 is Kato's first misstep. He should first play 1 in Dia. 3, then invade at 3. This

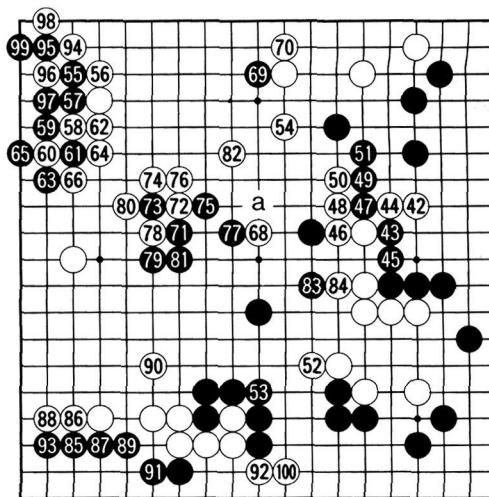


Figure 2 (42 – 100)

67: connects

would make it difficult for Black to launch an effective attack.

Black 43 is also wrong. The crude sequence in Dia. 4 is more effective.

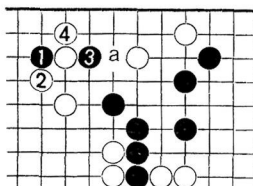
White 44. Kato's second and more serious misstep. White should have taken advantage of Black's mistake with 43 to play 1 in Dia. 5. Black still captures two stones with 4 and 6, but he has to defend at 8 after White 7 (White is threatening to play White 8, then White 'a'). White ends in sente, so he can switch to 64 on the left. Recapturing the ko is sente, so White gets quite a strong position in the centre.

White 52 is also bad – this only gives Black the chance he wants to repair his defect at 53.

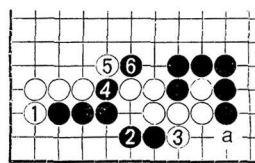
White 54 is necessary, as the centre group is far from safe. The slight lead White gained in Figure 1 has now completely vanished.

Black 69 is an interesting probe. If White plays 2 in Dia. 6, Black forces with 3 and can aim at taking some profit later with 'a'.

Black 71 is a good guess. White counters strongly with 72, but Black gains sente, enabling him to switch to 85. This invasion wraps up the



Dia. 6



Dia. 7

game for Black. Kato commented that White 82 was too mild – he thought that making Black 69 mochikomi (a loss without compensation) was good enough, but this was a delusion. Instead of 82, White should have countered more strongly by extending at ‘a’.

White 90. White 1 in Dia. 7 is dangerous. If Black 2, White must play 3 (White ‘a’ is ineffective), but White collapses after Black counterattacks with 4 and 6. Up to 93 Black secures a comfortable life in the corner.

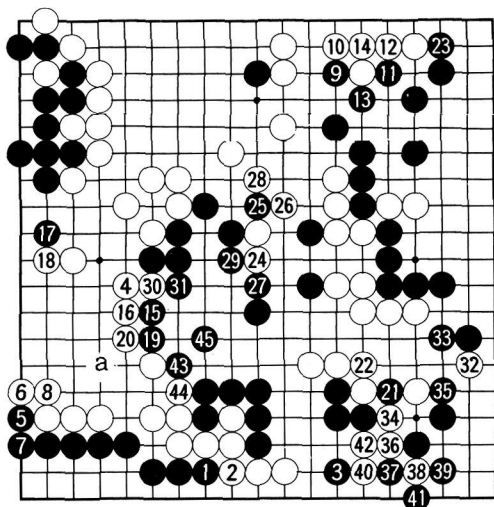


Figure 3 (101 – 145)

Figure 3 (101 – 145)

Black 103. Black threatens to make a severe attack at ‘a’, so 104 is essential.

White finally resigns when Black defends at 45 – he is quite a bit behind. In this game the fighting on the right side was decisive. Losing two stones was not so bad in itself – it was the way that White lost them. By missing the sequence in Dia. 5, he virtually fell a move behind and this was fatal.

Black wins by resignation.

Time taken. Black: 5 hours 51 minutes

White: 5 hours 7 minutes

GAME FOUR

White: Fujisawa Shuko

Black: Kato Masao

date: 15th, 16th February, 1978

played at Nagoya

Figure 1 (1 – 51)

White 14. Simply answering at 18 is usual.

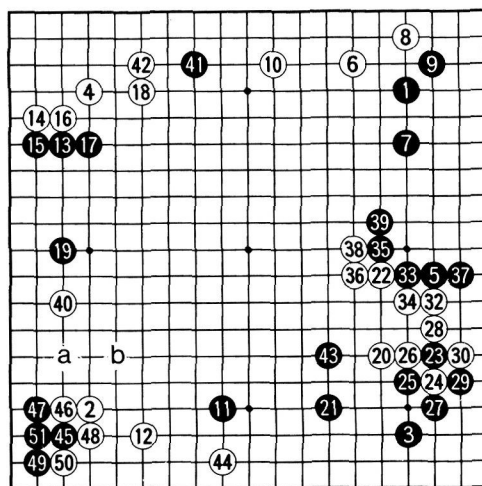


Figure 1 (1 – 51)

31: connects

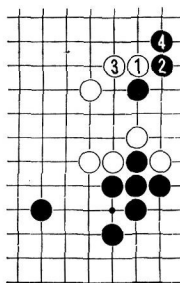
White 20 is an interesting move which aims at lightly reducing Black’s moyo. However, his follow-up move at 24 is bad. Playing nothing at all would be better, as the forced sequence to 30 only strengthens Black.

White 32. A ponderous move, unworthy of Shuko. Attaching at 1 in Dia. 1 would be a much better way to settle oneself. After Black 4, White could switch elsewhere.

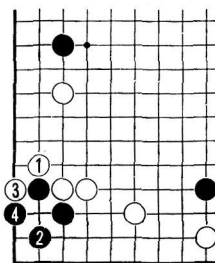
The result to 39 is terrible for White. Black has taken solid profit on both sides, while White’s group is still far from secure. Other professionals found it hard to square Shuko’s play here with his reputation as one of the top fuseki exponents.

White 40. White would prefer to make proper shape for his group by taking the vital point of 43, but permitting Black ‘a’ – White 47 – Black ‘b’ would be unbearable.

Black 45. The sealed move at the end of the first day.



Dia. 1



Dia. 2

White 48. White does not have enough threats to fight the ko in Dia. 2.

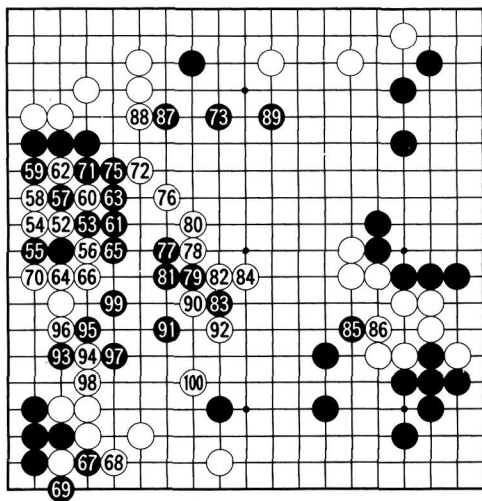


Figure 2 (52 - 100)
74: connects

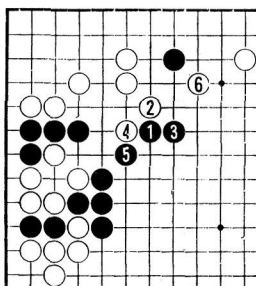
Figure 2 (52 - 100)

White launches a violent attack with 52. Black has to be careful, as White is looking for a chance to attack Black's bottom left group by connecting at 67.

Black 71. Black should play 1 in Dia. 3 instead. If White 2, he can sacrifice his stone at the top, then switch to 85.

White 72 is the vital point. White now launches a savage attack with 76 and 78 which brings him back into the game. Black looks after his stones at the top with 87 and 89, but this gives White the chance to continue his attack by cutting at 90.

Black 93. The only way for Black to save himself. The climax of the fight comes when White intercepts at 100.



Dia. 3

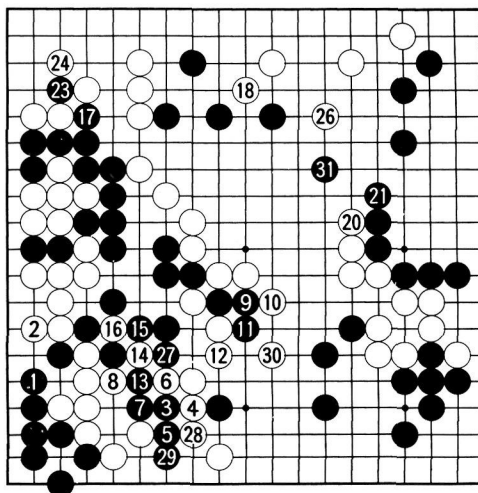


Figure 3 (101 - 131)
ko: 19, 22, 25

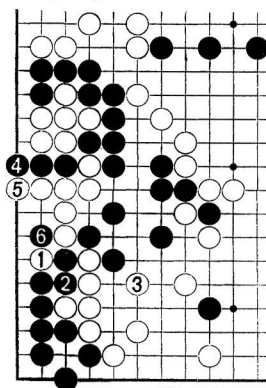
Figure 3 (101 - 131)

White 2. White cannot play 1 and 3 in Dia. 4. After 4 and 6, White loses the capturing race by one move.

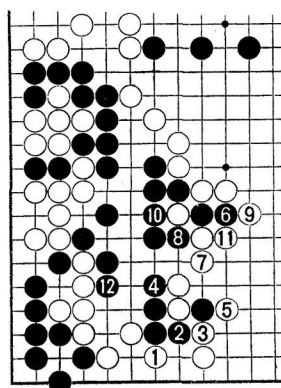
White 6. The losing move. White should just cross under with 1 in Dia. 5. If Black 6, White has a good answer at 7, which enables him to seal Black in with 9 and 11. Black has to be content with living on a small scale with 12, but White builds useful central thickness. He could switch to attacking Black's group at the top and the game would be wide open.

Black succeeds in starting a large ko with 7 to 15; White does not have enough ko threats.

White 25. White's only hope is to take all the top and centre area, but as he has to defend at the bottom with 28 and 30, Black has time to jump out at 31. This secures the lead for Black.



Dia. 4



Dia. 5

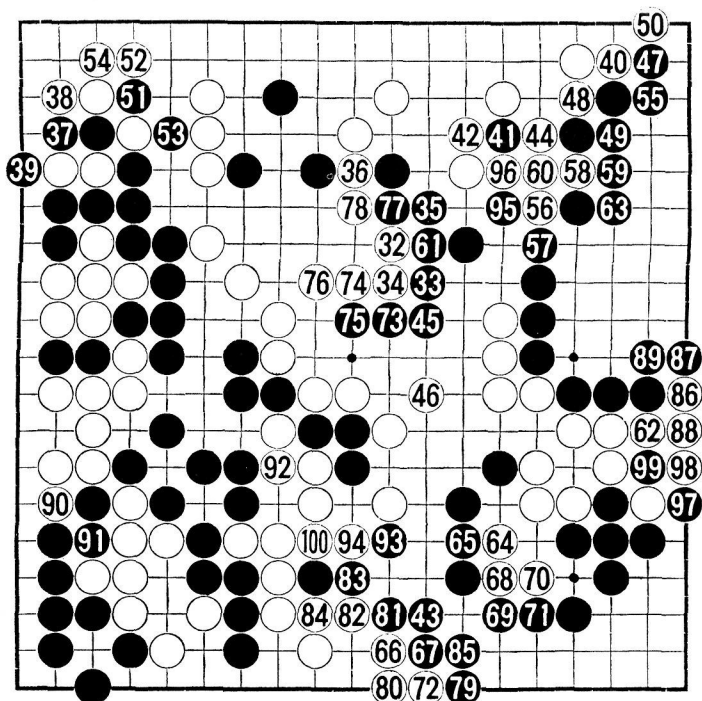


Figure 4 (132 - 200)

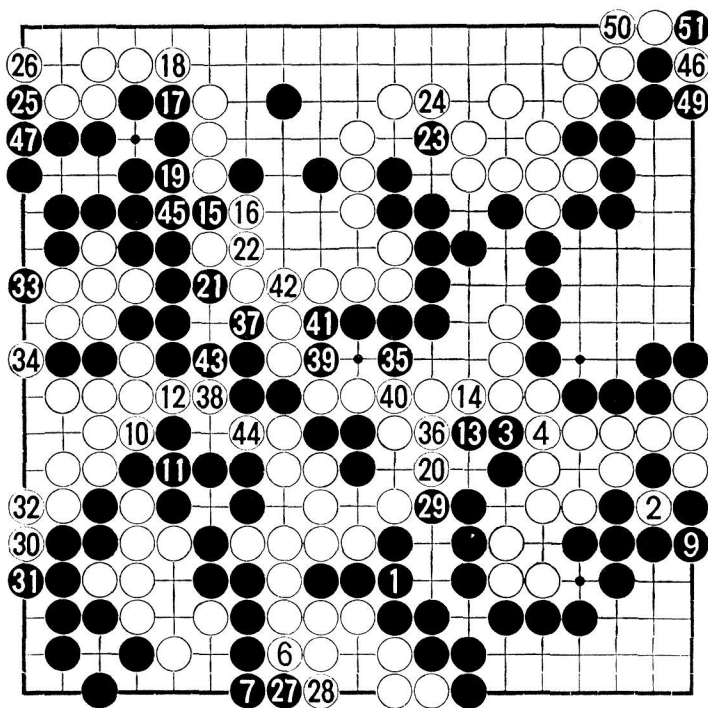
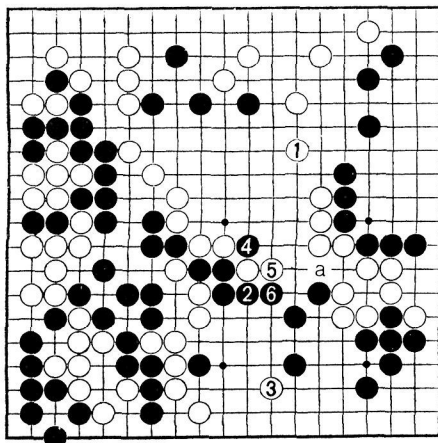


Figure 5 (201 - 251)

5: ko (above 2); 8: ko; 48: connects (above 2)
Black wins and connects the ko.



Dia. 6

White would have to play 30 at 1 in Dia. 6 to have enough points to be in the game, but this move does not seem to be feasible. Black is bound to answer with 2. White could probably live at the bottom with 3, but Black then hits him with 4 and 6. The strength this builds up for Black poses a serious threat both to White's centre position (Black 'a' is sente) and to the white group below.

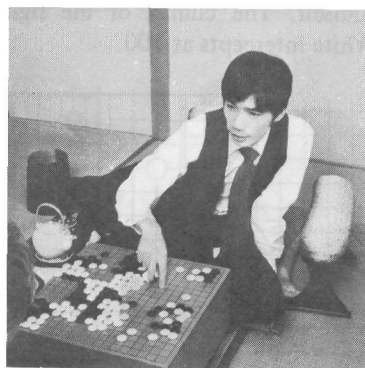
Figure 4 (132 - 200), Figure 5 (201 - 251)

Capturing the top on a small scale is not good enough. Shuko fought back with commendable vigour in this game, but his poor start proved to be just too much of a handicap.

Black wins by 4½ points.

Time taken. White: 8 hrs. 51 mins.

Black: 7 hrs. 44 mins.

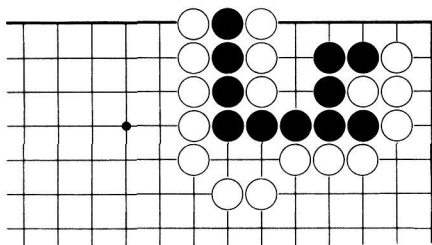


Kato - just one win away from Kisei

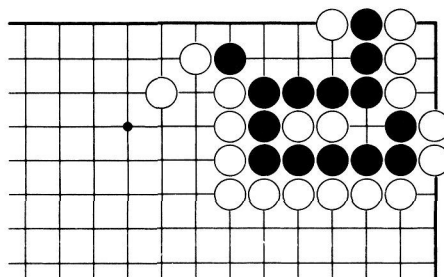
TEST YOUR RATING

The following problems are designed to diagnose your real strength. Perhaps in this one article you can work your way right up the kyu ladder. Dan holders are cautioned to steer clear – they may not score 100%.

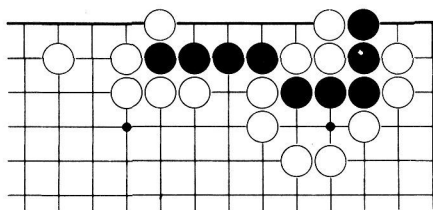
TEST FOR 8-KYU



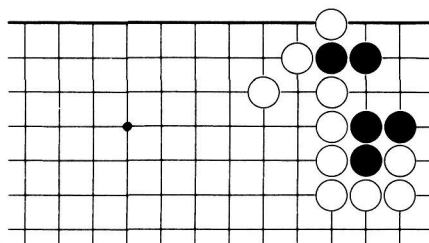
1. How can White capture Black?



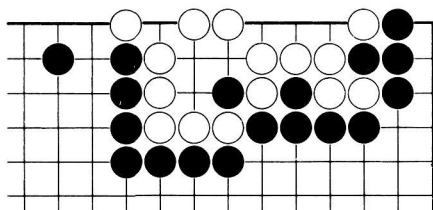
2. White to play. What move captures Black?



2. Again the problem is how to capture Black.

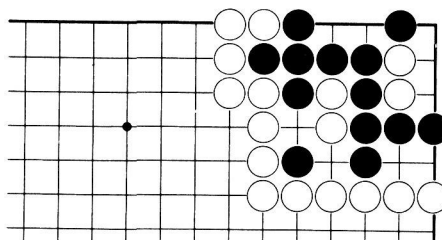


3. Black to play. The problem is to live with two moves in a row.



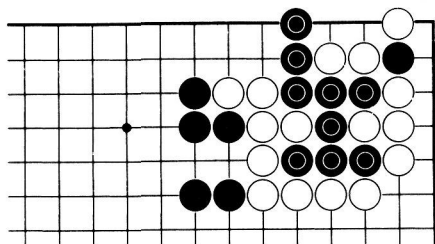
3. Black to play. He has a trick up his sleeve.

TEST FOR 3-KYU

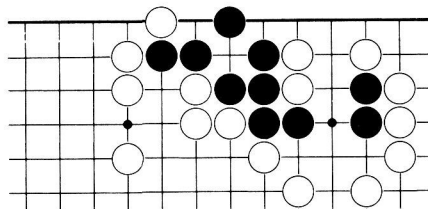


1. This is an endgame problem. Will Black have to add a stone in his corner?

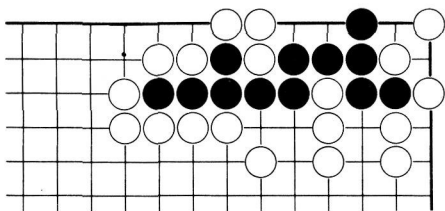
TEST FOR 5-KYU



1. Black to play. Can he link up to the left with his nine circled stones?

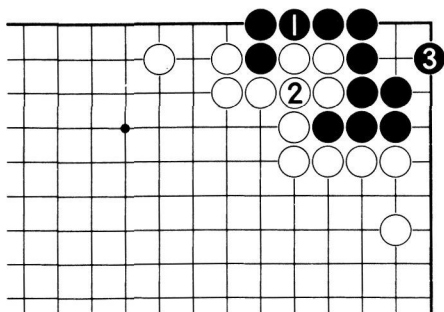


2. Black to play. How can he save his group?

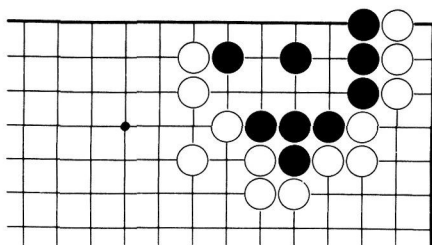


3. White to play. Can he capture Black?

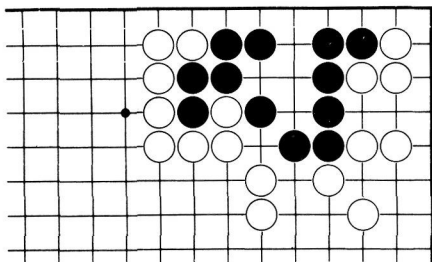
TEST FOR 1-KYU



1. Black forces with 1, then lives with 3. How many points in this worth?



2. White to play. Can Black be captured?



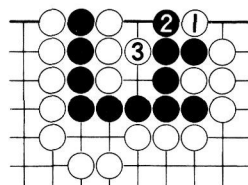
3. White to play two moves in a row and kill Black.

SOLUTIONS

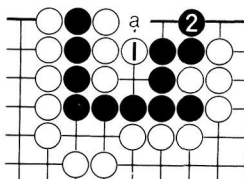
8-KYU PROBLEMS

Answer to Problem 1

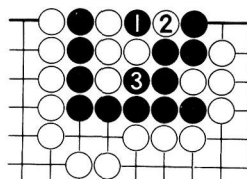
Dia. 1. The hane at 1 is the key point. White



Dia. 1



Dia. 2



Dia. 3

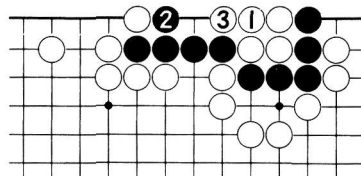
3 kills Black with gomoku-n akade (a five stone placement reducing Black to one eye).

Dia. 2. Playing White 1 immediately is a mistake. Black takes the key point of 2 and lives. White 'a' creates a seki.

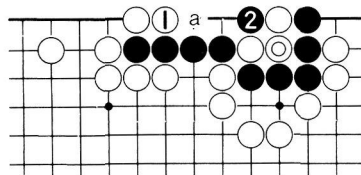
Dia. 3. If White omits 'a' in Dia. 2, Black lives outright with 1 and 3.

Answer to Problem 2

Dia. 1. White 1 is the vital point. If Black 2, White kills him with 3 and vice versa.



Dia. 1

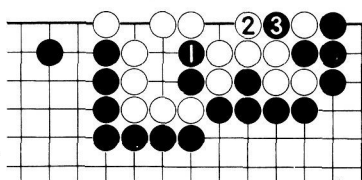


Dia. 2

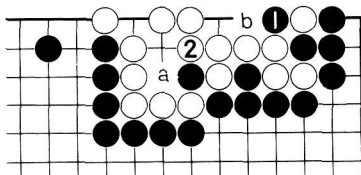
Dia. 2. White 1 fails, as Black will not block at 'a' but will capture at 2 instead. Black lives as he can get two eyes by playing either at 'a' or at 'a'.

Answer to Problem 3: ko.

Dia. 1. Black 1 is the only move. The best White can do is to play 2, so a ko begins with 3.



Dia. 1



Dia. 2

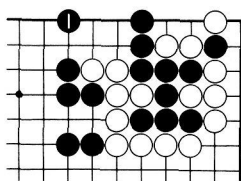
If White plays anywhere but 2, he is killed immediately.

Dia. 2. Capturing at 1 is bad, as White answers at 2. White lives, as 'a' and 'b' are miai.

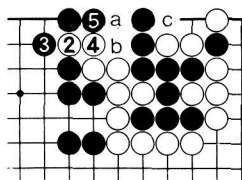
5-KYU PROBLEMS

Answer to Problem 1

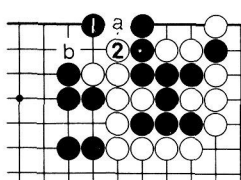
Dia. 1. Black 1 is a standard tesuji.



Dia. 1



Dia. 2



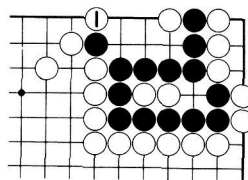
Dia. 3

Dia. 2. If next White 2, Black is safe with 3 and 5. Shortage of liberties prevents White from playing White 'a', Black 'b', White 'c'.

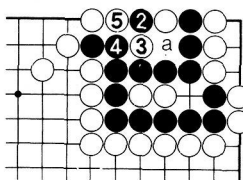
Dia. 3: failure. Black 1 is countered by White 2. If Black 'a', then White 'b' and Black has had it.

Answer to Problem 2

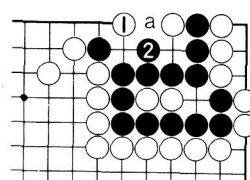
Dia. 1. Giving hane underneath at 1 is a neat



Dia. 1



Dia. 2



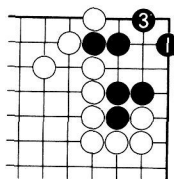
Dia. 3

tesuji. White's aim is to exploit Black's shortage of liberties.

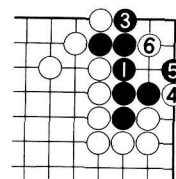
Dia. 2. Resisting with 2 does not work, as Black cannot play 'a' after White 5.

Dia. 3. White 1 may look good, but it is frustrated by Black's simple answer at 2. White obviously cannot connect at 'a'.

Answer to Problem 3



Dia. 1

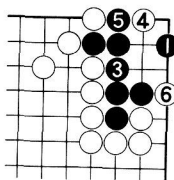


Dia. 2

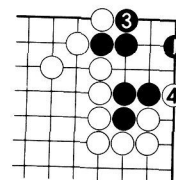
Dia. 1. Black 1 and 3 are the only combination for getting life. According to the proverb, the 2-1 point is often the vital point in the corner and here Black takes two of them.

In an actual game Black 1 would be an effective move for creating ko threats.

Dias. 2 to 4 show unsuccessful combinations. These are all standard dead shapes.



Dia. 3



Dia. 4

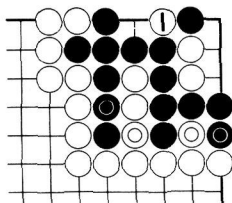
3-KYU PROBLEMS

Answer to Problem 1: Black has to add a move.

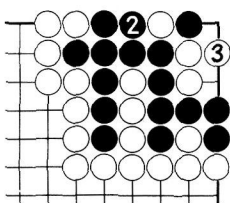
Dia. 1. When the dame (the marked stones) are filled in, White can play 1.

Dia. 2. If Black 2, then White 3. Black cannot capture White, so this is obviously a seki.

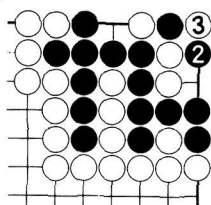
Dia. 3. If Black 2, White 3 starts a terrible ko for Black.



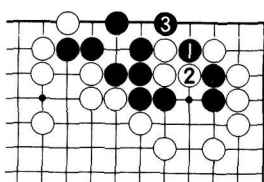
Dia. 1



Dia. 2



Dia. 3



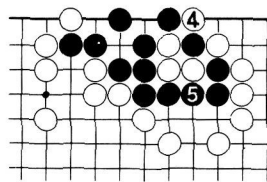
Problem 2: Dia. 1

Answer to Problem 2

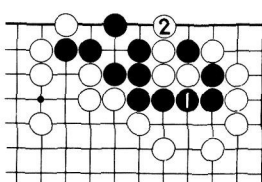
Dia. 1. Black's only move is the hanekomi at 1. White plays 2, whereupon Black gives atari.

Dia. 2. Black thus gets a ko with 5. This is his only hope of saving his group.

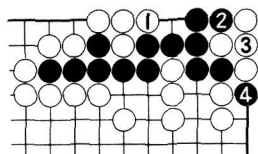
Dia. 3. The atari on top at 1 is a mistake. White just descends to 2, killing Black outright.



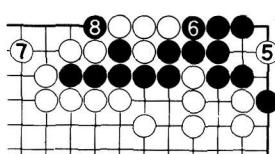
Dia. 2



Dia. 3



Problem 3: Dia. 1



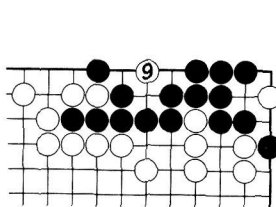
Dia. 2

Answer to Problem 3: Yes

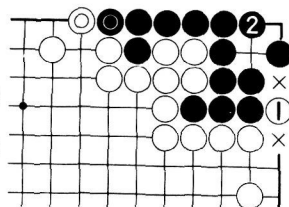
Dia. 1. White 1 is the only move. White next connects at 3 —

Dia. 2. Then plays in at 5. If next Black 6, White answers at 7, then after 8 —

Dia. 3. Plays in at 9. Poor Black has two eyes but each in gote, which is quite unusual.



Dia. 3



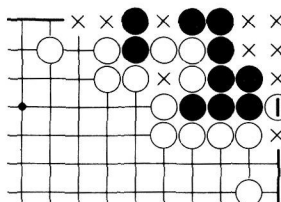
Problem 1: Dia. 1

1-KYU PROBLEMS

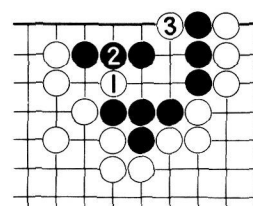
Answer to Problem One: 32 points

Dia. 1. Once Black lives, the hane at 1 is White's privilege whereas the exchange to the left (the circled stones) is Black's privilege. The x points are dame. Black gets two points in the corner.

Dia. 2. If White captures Black by playing at 1, White gains 30 points (the x points plus ten captures). The total difference is thus 32 points.



Dia. 2



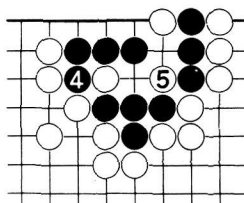
Problem 2: Dia. 1

Answer to Problem 2: Yes

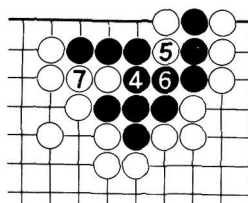
Dia. 1. If White 1, Black naturally plays 2, but then White follows up with the exquisite move of 3. Black is helpless.

Dia. 2. If Black 4, White 5.

Dia. 3. If Black 4, the combination of 5 and 7 does the job. Confirm for yourself that Black cannot do better with 4.



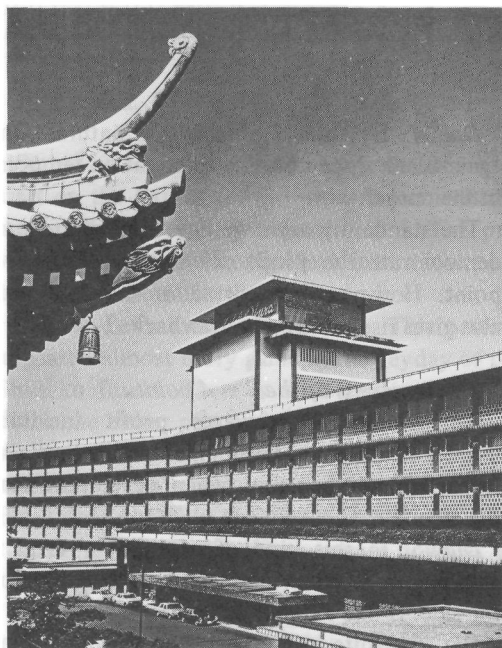
Dia. 2



Dia. 3

Continued on page 62

If you're asked to describe the real Japan you might begin with the Okura.



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How to Improve at Fuseki (3)

Kato Honinbo

The 3-4 point Fuseki (i)

For the first one or two years after I became a professional, I faithfully followed the fashion for 3-3 fuseki, but when I became 3-dan I gave it up completely and switched to the komoku (3-4 point) fuseki. There was no deep reason for this; I simply returned to the classical fuseki, for example, the Shusaku fuseki, with which I had become familiar as an insei.

Part of our training in the Kitani school was to play quickly through a game before going to school in the morning. It did not matter whether it was a current tournament game or a classical game, but I myself preferred Edo period games, especially those of Shusaku (1829 - 62). In his day, of course, the 3-4 point reached the peak of its popularity and fuseki theory was completely dominated by the Shusaku pattern and the 'orthodox pattern' (described later). Consequently, my insei studies meant that I was most familiar with the 3-4 point fuseki and I had no trouble switching to it.

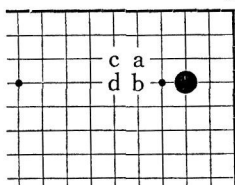
The characteristics of the 3-4 point

The 3-4 point variations are extremely numerous.

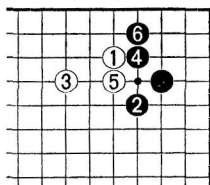
Dia. 1. Black can make four enclosing moves, 'a' to 'd', from the 3-4 point. White can make approach moves at the same four points. There are probably as many josekis for the 3-4 point as for all the other points combined.

Another characteristic of the 3-4 point is that it is profit-oriented, though not as much as the 3-3 point. Its location at the junction of the 3rd and the 4th lines makes it better suited to taking profit than to building up influence. For example -

Dia. 2. If White approaches at 1, Black is



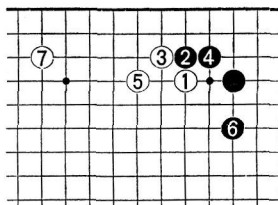
Dia. 1



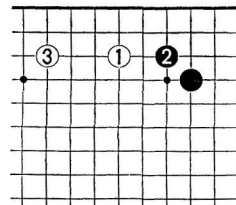
Dia. 2

guaranteed some ten points of corner territory with the sequence to 6.

Dia. 3. If White makes the high approach at 1, Black can easily secure over ten points with 2 to 6.



Dia. 3



Dia. 4

Dia. 4. If White 1, Black 2 is natural. Once again Black should be able to count on ten points in the corner.

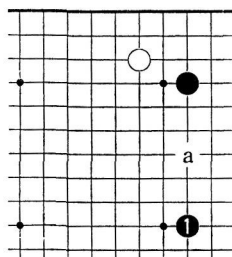
The standard josekis we have looked at clearly demonstrate the profit orientation of the 3-4 point. However, this virtue of the 3-4 point also gives rise to its main drawback.

The weakness of the 3-4 point

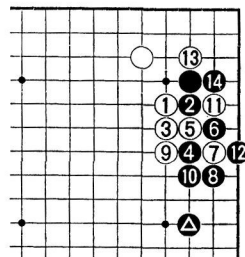
An orientation towards profit inevitably implies slowness in development. This limitation is particularly apparent when developing along the side.

Dia. 5. In this kind of position 'a' is as far as one can go when one wants to develop along the side. If one extends as far as 1 -

Dia. 6. White instantly presses down on Black with 1. Let's assume Black follows joseki with 2 and 4. White pushes through and cuts, then plays forcing moves with 9, 11 and 13. If you instinctively feel that this is a terrible result



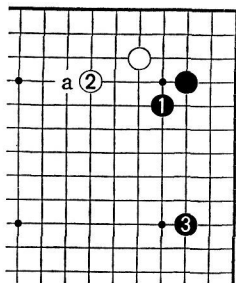
Dia. 5



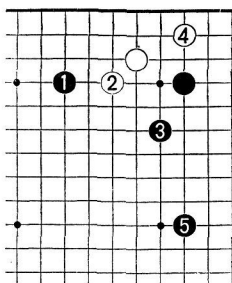
Dia. 6

for Black, you have an excellent feel for fuseki. The ▲ stone is now completely wasted – it makes no difference whether it is on the board or not. Even if this stone were one space lower, Black would still be terribly over-concentrated.

Dia. 7. If Black wants to extend along the side, he must first repair the lowness of his position by playing 1. If White 2, he can now advance to 3. If White plays 2 somewhere around 3, Black can attack around 'a'.



Dia. 7

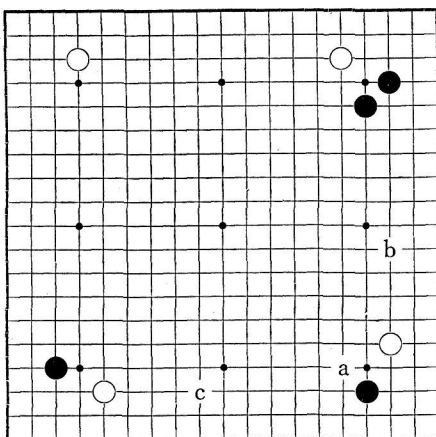


Dia. 8

Dia. 8. When you want to play on the right, start on the left, as the Go proverb has it. Black applies the proverb by beginning at 1. This prevents White from forcing Black into a low position and enables him to develop to 5.

Dia. 9. Let's look at a problem. This pattern appeared almost every game in the heyday of the Shusaku fuseki. There is a set continuation for Black: he either plays 'a', making miai of pincers at 'b' and 'c', or he makes the pincer at 'b' immediately. Can you work out the reason why Black does not make the pincer at 'c'?

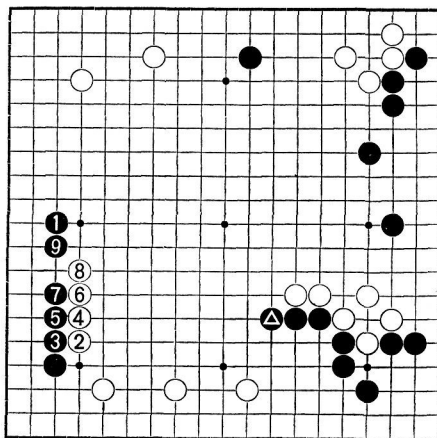
Answer: if Black 'c', White presses down at 'a'.



Dia. 9

Refer Dia. 6.

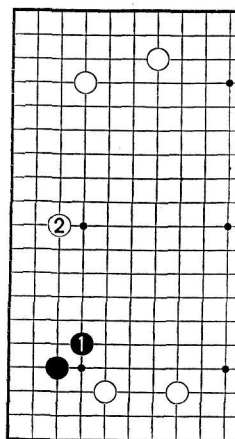
Dia. 10. From one of my games. Extending to 1 is regarded as bad but there are exceptions to the rule. In this position I dared to extend to 1,



Dia. 10

though well aware that White would press down at 2. In the sequence to 9 Black certainly has a low, over-concentrated shape and Black 1 has also become a non-urgent move. However, Black is more than satisfied. The thickness White builds up with 2 to 8 also seems just a little over-concentrated considering that he already has two 2-space extensions at the bottom. What really makes Black happy, though, is his sharp sword-point at ▲, which limits the potential of White's thickness.

Dia. 11. Playing Black 1 makes White 2 perfect for White. Sometimes one has to ignore theory and just go ahead and extend along the side.

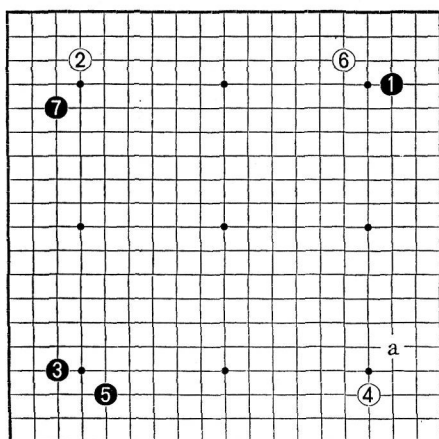


Dia. 11

The Orthodox Fuseki

The first standard 3–4 fuseki pattern we will look at is the ‘orthodox fuseki’. This was the most popular pattern in the Edo period until the appearance of the Shusaku pattern and it is still frequently played nowadays.

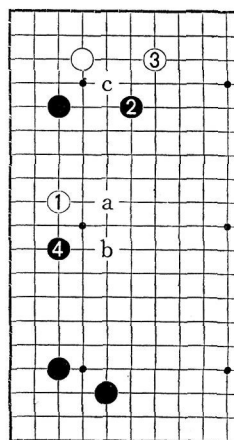
Dia. 12. Black occupies diagonally opposite (tasuki) 3–4 points with 1 and 3, while White takes the opposing 3–4 points with 2 and 4. This is the ‘orthodox fuseki’. With 5 Black could also enclose the upper right corner – the position would be the same. White 6 is absolutely necessary – in the days before komi Go it was considered unfavourable for White to let Black make two corner enclosures.



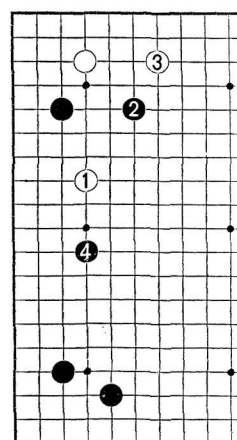
Dia. 12

Approaching at 7 is the key point of this pattern. Black 7 is an excellent approach move as it works perfectly with the backing of the 3–5 enclosure in the bottom left. Black ‘a’ instead would be a mistake in direction. The position has not yet become defined to the extent that one can say that Black has the lead, but it is a fact that he has seized the initiative on the left. After 7 –

Dia. 13. If White makes a pincer at 1, Black can jump to 2, then make a pincer himself at 4. This keeps the game simple (in no-komi games Black’s aim is to simplify, while the onus is on White to complicate the game to give himself a chance of catching up). If next White ‘a’, Black jumps to ‘b’. Other patterns which used to be popular were beginning with the pincer at 4 (omitting the 2–3 exchange) and playing 2 at ‘c’, then playing 4.



Dia. 13



Dia. 14

Dia. 14. If White makes the modern-style pincer at 1, Black plays 2 and 4 and once again easily seizes the initiative on the side.

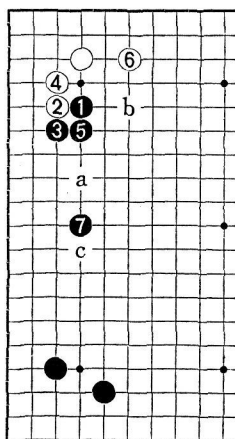
In the period before komi the objective of fuseki theory was to find a way to ensure that Black retained his advantage from having the first move, that is, to find a sure win for Black. The ‘orthodox fuseki’, which is characterised by the approach move made with the backing of the corner enclosure on the same side, was regarded as one of the ideal patterns in this period, but it has not lost its value today. Far from being an old-fashioned pattern, it is one well worth experimenting with in your own games.

Note that Black is not limited to approaching with the small knight’s move.

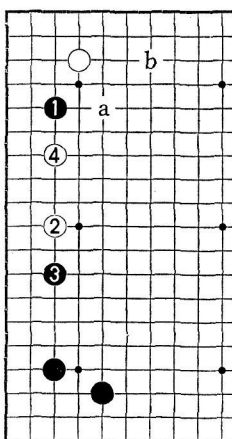
Dia. 15. Black 1 is also a powerful move. If White makes the ordinary response of 2 and 4, Black gets quite a moyo on the side with 3 to 7. If instead of 2 White makes a pincer at ‘a’, then Black makes effective use of his bottom left corner enclosure with the sequence Black ‘b’, White 6, Black ‘c’.

Dia. 16. The following is a high-level strategic consideration which the reader can skip if he wishes. Looking at the position from White’s point of view, Black gets the initiative whatever pincer White makes. For this reason White may prefer to try the splitting move (wariuchi) at 2. If Black 3, White plays 4 and the relative strengths of the players on the side are close to even. Black ‘a’ next is heavy, so developing at the top with a move around ‘b’ would be a sensible approach for Black.

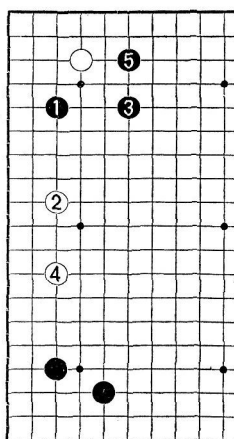
Dia. 17. The combination of 2 and 4, ignoring



Dia. 15



Dia. 16



Dia. 17

Black 3, is a strategy invented in modern times. White splits up Black's influence, while Black cannot completely capture the corner even if he adds another stone. All the same, the successive moves of 3 and 5 are so magnificent that one would think twice about using this pattern too often.

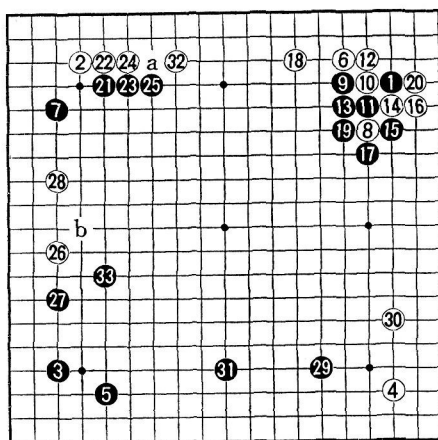
My own 'orthodox fuseki'

Together with the Shusaku pattern, the 'orthodox fuseki' was one of my favourite patterns when I was 3- and 4-dan. Here is one example.

Dia. 18. White 4 has a modern feel. The approach move at 7 completes the first stage of the fuseki. White's usual continuation would be to pincer Black 7, but perhaps because he feels that this is what Black wants, White tries to take

control of the flow of the game with 8. White plans to decide his strategy on the left after seeing the result here.

Black opts for simplicity by connecting at 13. This gives White profit but gaining sente is worth it. Black continues by pushing along in a straight line from 21. Black does not mind letting White strengthen himself at the top as White already has a solid position in the top right.



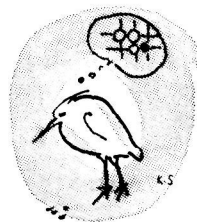
Dia. 18

Crawling an extra space with 24, then switching to 26 is a wise policy. If White makes the standard move of 'a' instead of 24, Black gets an ideal position by playing 'b'.

Black 27 to 31 are reasonable moves. When White comes back to reinforce at 32, Black goes on the attack with 33, expanding his bottom moyo at the same time. The position is straightforward and I think that the fuseki has been a success for Black.

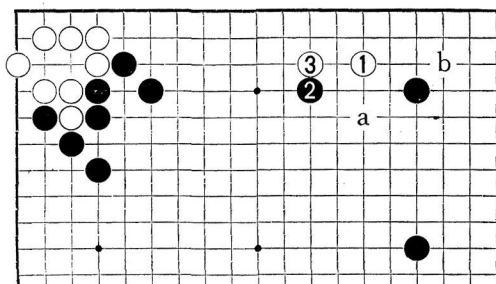
Next issue: the Shusaku fuseki.

(*'Igo Club'*, March 1978)



All about the Pincer (3)

Takagawa Shukaku



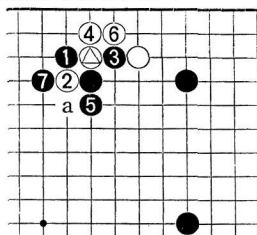
Problem

Problem 2 (continued)

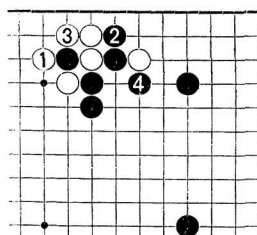
In the last instalment we looked at the moves White 'a' and White 'b' in response to Black's pincer at 2. There is another variation we must look at: the contact play at 3.

Dia. 1 (the ladder). Fighting spirit makes Black want to counter White \triangle by blocking at 1, but there is a ladder that has to be taken into consideration. After the standard pattern to 7, Black's position will collapse if White can escape at 'a'.

If, however, the ladder is favourable for Black, then instead of 6 –



Dia. 1

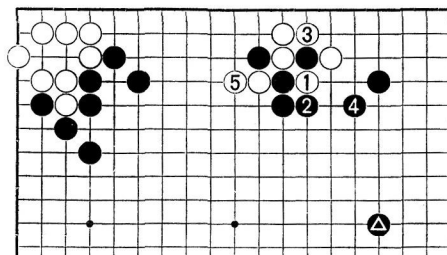


Dia. 2

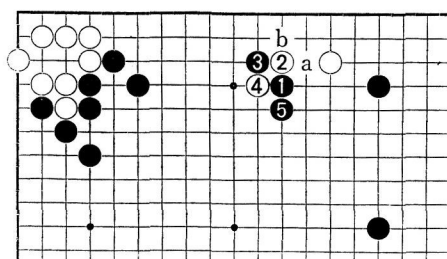
Dia. 2 (good for Black). White has to capture with 1, but permitting Black to get good shape with 2 and 4 is very painful. This result is obviously bad for White.

Dia. 3 (imposing). If White plays at 1 here instead of 6 in *Dia. 1*, Black will naturally build up outward influence with 2 and 4. The exchange ends with White capturing a stone with 5, but the support of the \triangle stone enables Black to build up a most imposing moyo.

The presence of the \triangle stone is of course the key. If instead White had a position around here, Black's outward influence would be ineffective.



Dia. 3

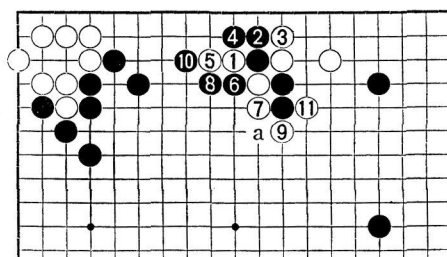


Dia. 4

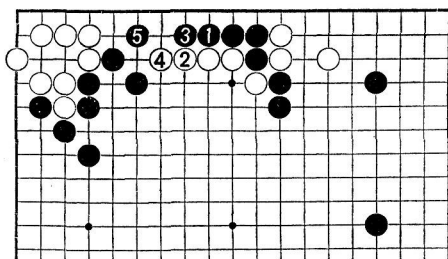
Dia. 4 (simply pulling back). In the sequence we have just looked at, Black exchanged 'a' for White 'b' before pulling back at 5. However, when Black has influence on the left side, as in this position, pulling back immediately at 5 is a possibility.

Dia. 5 (the right tesuji at the wrong time). The continuation to 4 is forced. Black can now play the tesuji of 6 and 8, making miai of the ladder at 'a' and the atari at 10.

This tesuji cannot be recommended in the present position, however. White protects against the ladder with 9, then takes two stones as compensation with 11. This exchange immediately strengthens White's whole group, which is why Black should avoid it.



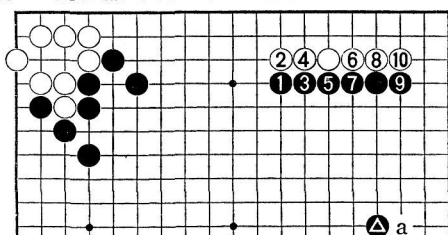
Dia. 5



Dia. 6

Dia. 6 (prospects of attack). Instead of cutting at 6 in *Dia. 5*, Black should crawl along the edge with 1 to 5. This is not a bad result for Black because he can look forward to using his thickness to attack the five white stones.

Note, however, that being forced into a low position with 1 etc. is only acceptable when Black has influence on the left. Only then can Black 5 in *Dia. 4* be recommended.



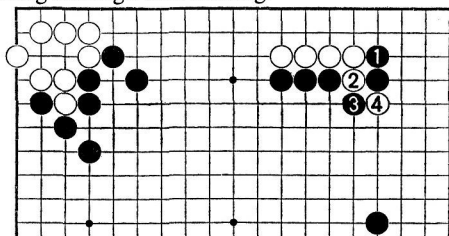
Dia. 7

Dia. 7 (influence v. profit). When Black already has influence at ▲ at the outset, he can answer White 2 by backing up with 3. The result to 10 gives a division of profit and influence, but the referee's decision would have to be in favour of Black's influence.

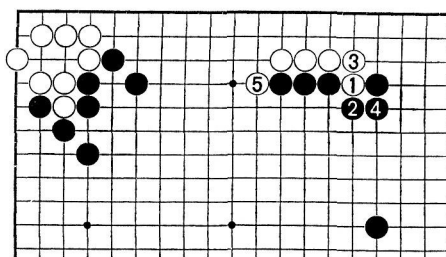
If Black does not have the ▲ stone on the board to begin with, there is a danger that White will switch 10 to a splitting play at 'a'.

The solid blocking move of 7 is worthy of particular attention.

Dia. 8 (dismembered). If Black blocks at 1, from reluctance to give up the corner profit, White will throw the game into confusion by pushing through and cutting.



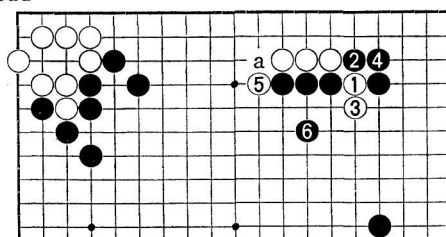
Dia. 8



Dia. 9

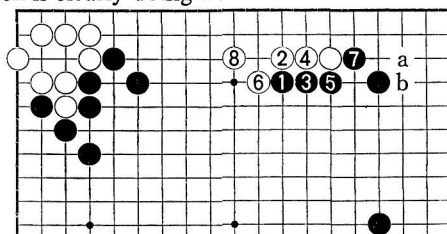
Dia. 9 (inferior for Black). If White plays the hanekomi of 1 instead of 6 in *Dia. 7* and Black replies with 2 and 4, then White can hane at 5. He obviously gains from this, as Black's result is inferior to *Dia. 7*.

The cause of this inferiority is Black 2. Instead –



Dia. 10

Dia. 10 (the strongest moves). Black should resolutely cut at 2, then connect at 4. If White 5, Black 6 (the centre of three stones) is good enough. Black is threatening both to cut at 'a' and to attack the two white stones 1 and 3 – Black is clearly doing well.



Dia. 11

Dia. 11 (thickness for Black). White can also hane at 6 instead of extending at 7. Blocking at 7 is the only move for Black. White 8 is also natural. White can later invade at 'a', but blocking at 'b' will be good enough for Black.

This completes our discussion of the variations arising from Black's one-space pincer.

(*'Igo Club'*, March 1978)

Aji-keshi: Erasing Potential

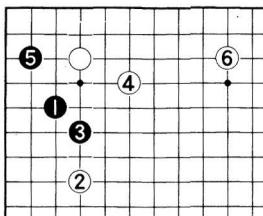
Honda Kuniyisa 9-dan

The problem of how best to exploit weaknesses in the opponent's position is one of the most difficult aspects of Go strategy. Played at the right time, a sente move may work perfectly to strengthen one's own position; played at the wrong time it may well be of much more use to the opponent than it is to one's own side. One has to develop a sensitivity to subtle variations in the flow of the game.

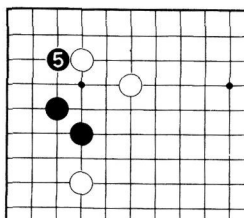
Dia. 1. The sequence to 6 is a basic joseki.

Dia. 2. Attaching at 5 is also possible.

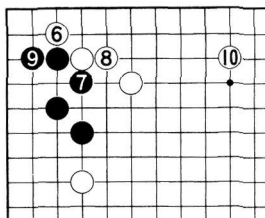
Dia. 3. The moves to 10 follow and Black gets a solid position. This is a joseki.



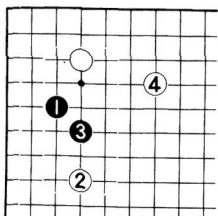
Dia. 1



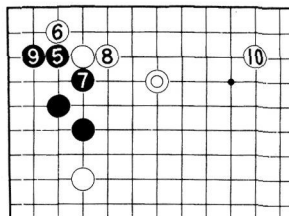
Dia. 2



Dia. 3



Dia. 4



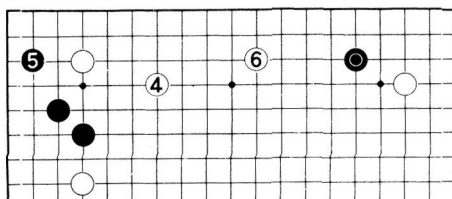
Dia. 5

Dia. 4. However, suppose White goes one space farther with 4 here.

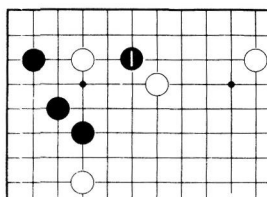
Dia. 5. This time attaching at 5 is a bad move which erases some valuable aji (literally 'taste') or future potential. Moreover, the wider extensions to ⑩ and 10 give White a more efficient

result than in Dia. 3.

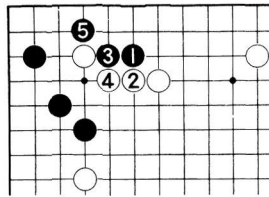
Dia. 6. In most cases White plays 4 when he wants to pincer the ⑤ stone with 6. It is important for Black simply to run into the corner with 5.



Dia. 6



Dia. 7



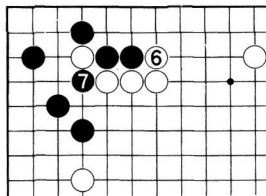
Dia. 8

Dia. 7. The reason is that he can then aim at invading at 1 later on. The drawback of Black 5 in Dia. 5 is that it helps White to eliminate this weak point.

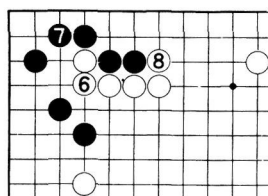
Dia. 8. White usually blocks on top at 2, so Black crosses under with 3 and 5.

Dia. 9. If next White 6, Black cuts at 7.

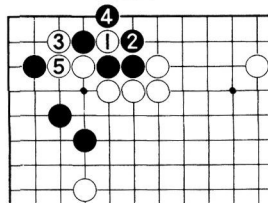
Dia. 10. The connection of White 6 is often seen, but note that White ends in gote, as he cannot omit 8 after Black 7.



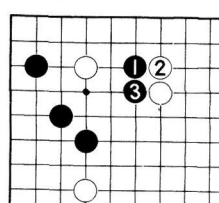
Dia. 9



Dia. 10



Dia. 11



Dia. 12

Continued on page 53

Professional Endgame v. Amateur Endgame

Purpose: To see just how much stronger a professional is than an amateur in the endgame.

Procedure: Starting from the position below, three players make two independent runs to the end of the game. White is the same professional both times, but black is another professional in the first run and an amateur in the second. The point of the competition is not who wins each run, but how much better the professional black does than the amateur.

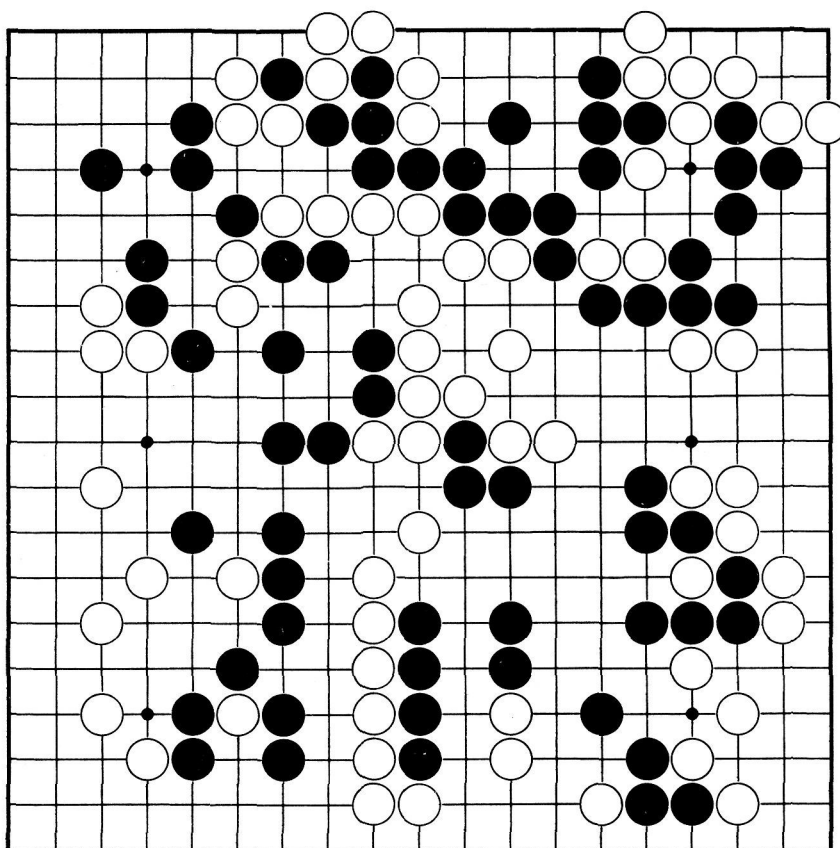
The Players:

Professional White
Ota, 7-dan

Professional Black
Mikawa, 3-dan

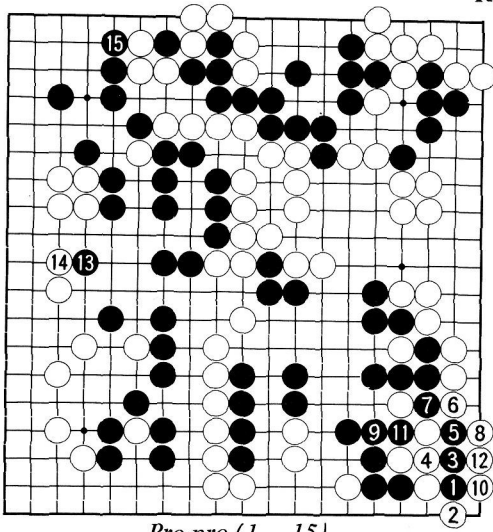
Amateur Black
Uenishi, 2-dan

Challenge: Find an opponent and play the game out yourself before reading the article, then compare your performance with that of the players above.

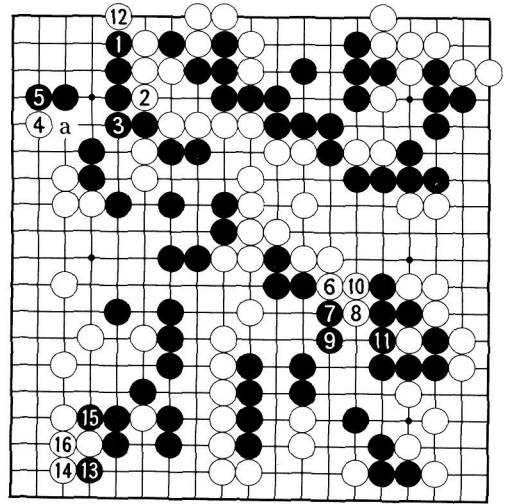


*Starting line: Black to play
No prisoners have been taken*

ROUND 1



Pro-pro (1 - 15)



Amateur-Pro (1 - 16)

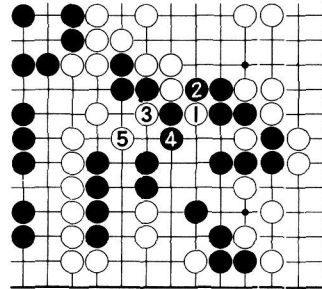
On the pro-pro board, Mikawa began by sacrificing Black 1, 3, and 5 and plucking one white stone in sente. Sacrifice tactics are common in professional endgame play.

On the amateur-pro board Uenishi began by blocking at 1. Just as in the previous game of this series, the pro-pro and amateur-pro runs differed at the very first move, but that does not mean that Uenishi's Black 1 was bad. The size of this move is beyond dispute. Note that it is the point that Mikawa took after playing 1 to 14 in sente on the pro-pro board. In view of that, let's call Uenishi's move correct.

His Black 5, however, was the wrong reply to White 4 because it left White a large next move at 'a'. He should have cut across at 2 in Dia. 1. If we assume the result through Black 6, then remove the stones at 2 and 5, we get the same position as if White and Black had made the circled moves in Dia. 2 and White had then exchanged 1 for 2. White would naturally prefer to play 1 at 2 in Dia. 2. The effect of cutting

across at 2 in Dia. 1 is to prevent his doing so.

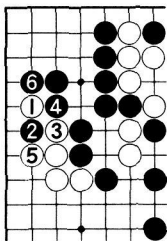
Uenishi's Black 9 also lacked spirit. White 10 cost him considerable territory and left him with gote, so he should have cut at 2 in Dia. 3. White 5 would then capture three stones, but Black's



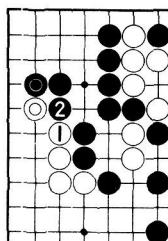
Dia. 3

territory would go up by six points in compensation and, the important thing, he would end in sente.

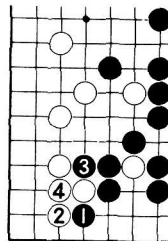
Black 13 and 15, i.e. Black 1 and 3 in Dia. 4, seem like forcing moves, but they too were a mistake. Black should have peeped at 1 in Dia. 5, with 2 to 8 the expected continuation.



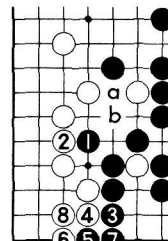
Dia. 1



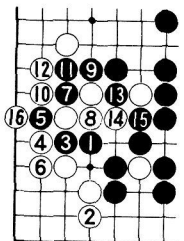
Dia. 2



Dia. 4



Dia. 5

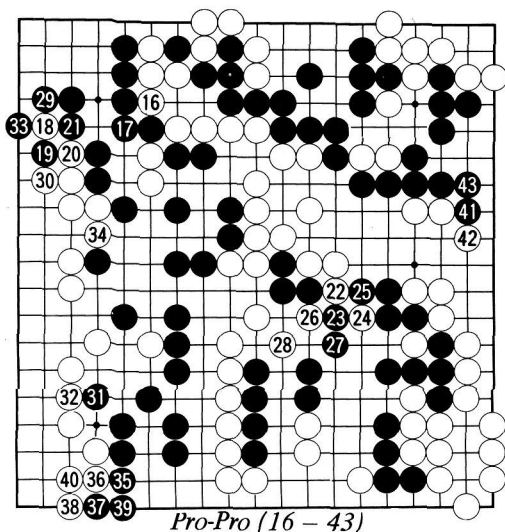


Dia. 6

Why? Because later, if he pushed through at 'a' White could not answer at 'b'. If White tried not to be forced by Black's peep and played, for

example, 2 in Dia. 6, he would lose a lot of territory in sente through 16.

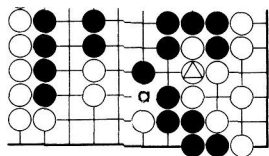
ROUND 2



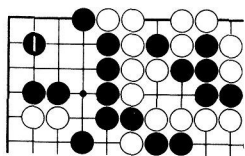
Black 19 and 21 on the amateur-pro board were worth a good seven points, but Black 'a', worth nine points, would have been bigger.

White must have been happy to see Black 25 and 27, too. The result through 30 gave him exactly the same amount of territory as on the pro-pro board, and clearly gave Black less. Black lost almost four points here. Furthermore, by forcing White with 31, he forced himself to exchange 33 for 34, to keep White from forcing him back with 'a' in Dia. 7, and this also caused him a minor loss.

Black 35 and 37 were large, since they left the clamp at 43, but it would have been better for Black to defend the upper left corner. The best way to connect would have been Black 1 in Dia. 8.

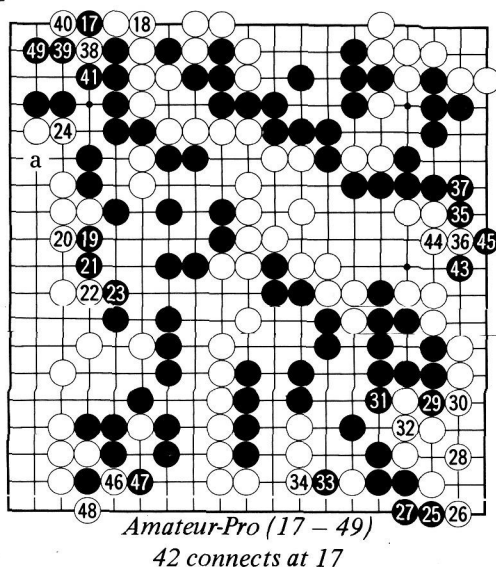


Dia. 7

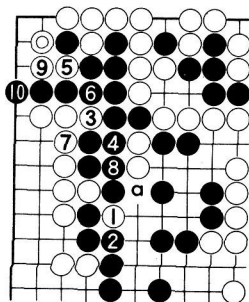


Dia. 8

Black 49 was an important move. If Black had let White play the circled hane in Dia. 9, he would have had to give way to a painful degree in the follow-up sequence from 1 to 10. Note



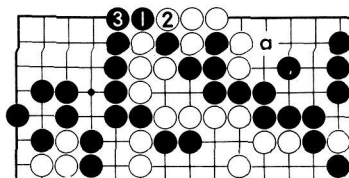
Amateur-Pro (17 - 49)
42 connects at 17



Dia. 9

that later he has to add a stone at 'a'. If he connects with 4 at 5, White can cut at 4, then link along the edge with a hane at 10. In view of Dia. 9, White could probably have played 49 instead of 46 and 48.

On the pro-pro board, White 22 to 28 went just as given in Dia. 3, and 31 to 40 as given in Dia. 5. Both sides were going all out and playing nearly perfectly, except that for Black 41 and 43, Black 1 and 3 in Dia. 10 would

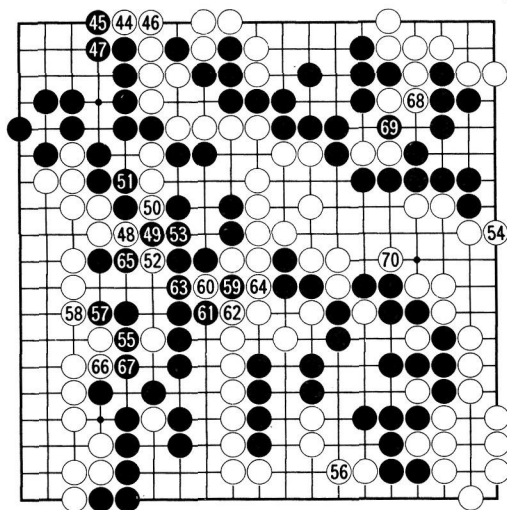


Dia. 10

probably have been better. One reason is that they are reverse sente, but another reason is

that Black can next squeeze White with 'a' etc. in sente.

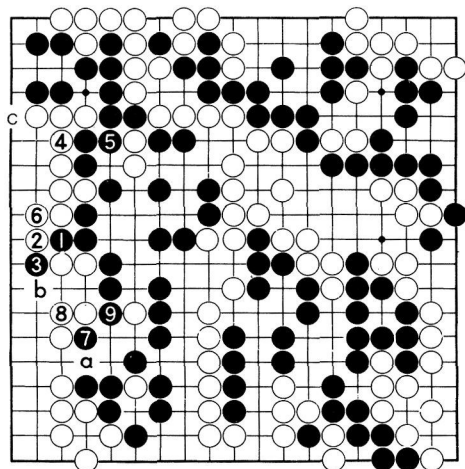
ROUND 3



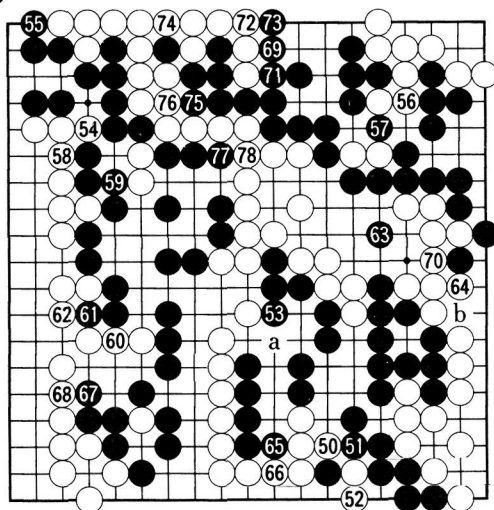
Pro-Pro (44 – 70)

Despite the fact that the board was fast filling up, there were risks of middle-game-type fighting lurking in the shadows, and Uenishi was having to stay on his guard. After White 50 and 52, for example, White 'a' on the amateur-pro board would have had an unsettling effect on the eye status of the entire black group, so Black 53 was an important move.

Before playing 55, however, Black could have pushed through and cut with 1 and 3 in Dia. 11. Black 7 works beautifully, and White 8 and 9 are the proper continuation.

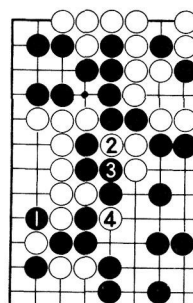


Dia. 11



Amateur-Pro (50 – 78)

If White 8 at 'a', Black cuts at 8, and the reader can explore that variation on his own. If White 6 at 'b', Black can hane and connect at 'c' in sente. If, however, he tries to cut at 1 in Dia. 12, he runs into a double atari at White 4.



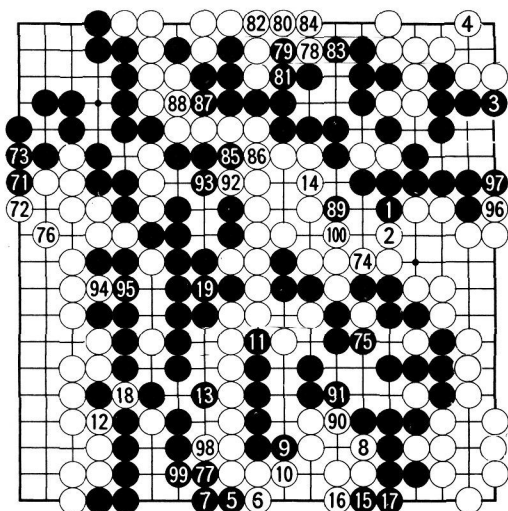
Dia. 12

Black 63 was sente, but White was the one who profited on the exchange for 64. Black lost the right to play 64 himself and make White answer at 'b'.

On the pro-pro board White was maintaining a small lead.

ROUND 4

By now the largest moves were worth at most four or five points. On the amateur-pro board White 80 was the last big play. Black would have done better to connect there himself instead of



Pro-Pro (71 – 120) (101=1)

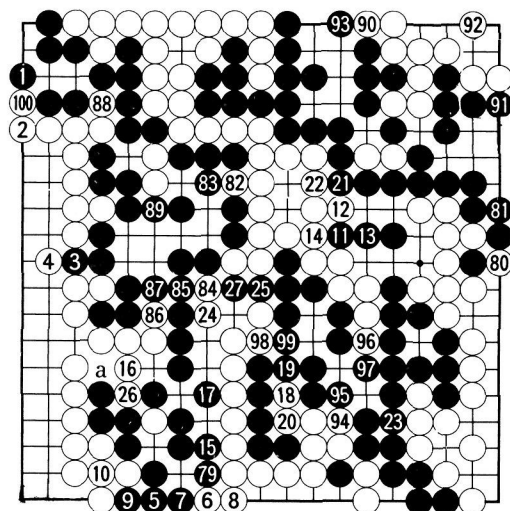
20 connects beside 18

playing 79, and at the very end Black 23 at 24, followed by a white connection and Black 26, leaving 23 and 'a' as miai, would have been one point better than the sequence actually played.

The Results

Pro-Pro: White wins by 2 points.

Amateur-Pro: White wins by 16 points.



Amateur-Pro (79 – 127) (101=1)

Mikawa beat Uenishi by 14 points – this despite the fact that Uenishi played with considerable skill and did a good job handling a difficult starting position. That just goes to show how dangerous the endgame can be.

(Translated by James Davies from 'Yose no Ketteiban', a special issue of 'Igo Shincho'.)

Continued from P. 48

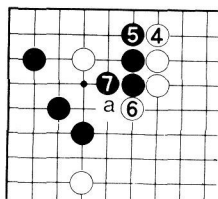
If Black ignores White 6 in Dia. 9 –

Dia. 11. White can split him into two with 1 to 5.

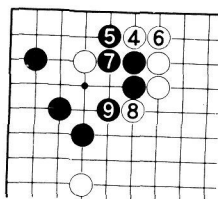
Dia. 12. Blocking at 2 is an alternative for White.

Dia. 13. The moves to 7 form a set pattern. White is satisfied with forcing Black to make bad shape with 7. (If Black 7 at 'a', White cuts at 7.) Instead of 4 –

Dia. 14. White can force with 4 and 6, but then Black answers 8 at 9.



Dia. 13

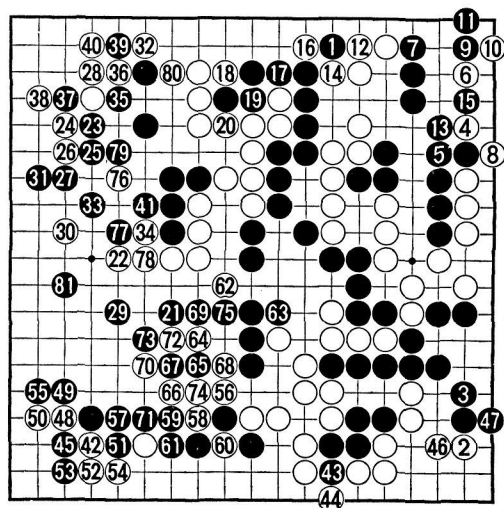


Dia. 14

Page from Go History (continued)

Another theory is that it was forged by the Honinbo house, which was affiliated with the Nichiren sect. There is no historical record that Nichiren actually played Go.

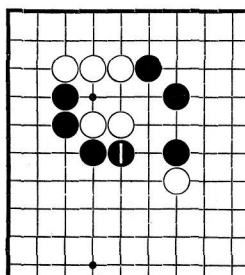
The moves after 181 were not recorded.



(101 – 181)

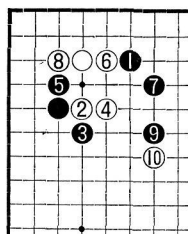
NEW JOSEKI

*Recent professional innovations in joseki
selected and reported on by
Abe Yoshiteru, 8-dan*

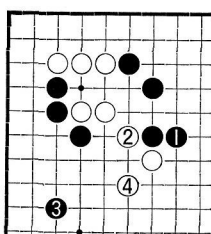


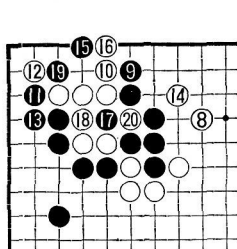
Dia. 1

Black 1 in Dia. 1 appeared in last year's Tengen tournament, as Black 17 in the game figure. The joseki starts with the pincer at 1 in Dia. 2. White's attachment at 10 sets the stage for the new move.

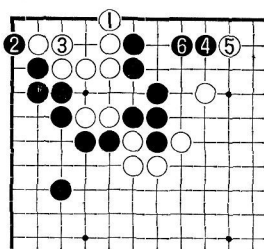


Dia. 2





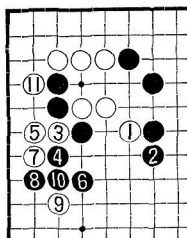
Dia. 7



Dia. 8

That marks Black's new move as 'possible'.

Sakai: 'To go back to the beginning, if White makes the diagonal contact play at 1 in Dia. 4, Black will naturally extend at 2 in Dia. 9, letting White cut at 3 and capture two stones. This sequence gives White only about seventeen points of territory — not very much — so it should be good for Black.'



Dia. 9

'Black 27 in the figure was less important than the cut at 1 in Dia. 10. If I had followed the sequence there through 9, I would have been ahead.'

Takemiya: 'In Dia. 9 I agree that Black, being on the outside, has the better position.'

I think the significance of this new move is that it comes in a position which professionals had been treating conceptually. White 1 in Dia. 11 is, of course, a tesuji. Black cannot play 2 because White pushes through at 3. Everyone used to dismiss Black 2 at 3 by saying, 'White

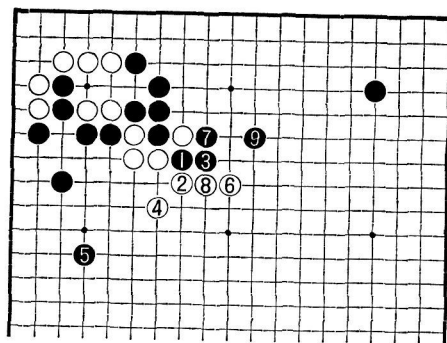
Continued from page 5

Russian players from the Leningrad Go Club and a team of four British players at the London Go Centre. The match lasted ten hours and ended in a draw. It was sponsored by Japan Air Lines and received considerable publicity.

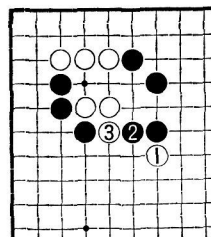
The results:

Board 1) Jon Diamond, 6-dan and British Champion, v. Valeri Astashkin 5-dan: draw agreed

Board 2) Tony Goddard 5-dan lost to Giorgi



Dia. 10



Dia. 11

will obviously wedge in at 2 and have the advantage,' but no one bothered to back up this statement with deep reading until Sakai wielded the scalpel on it.

Tono's resistance with White 24 etc. in the figure also showed originality, a nice impromptu performance. White won the game, but Black 17 is a strong new move, one worth trying again.

[Translator's note: Ishida, 9-dan, appears to have been thinking along the same lines, for he discusses this move in his *Dictionary of Basic Joseki* (Vol. 2, p. 177). The reader might enjoy comparing his analysis with the above.]

(Translated by James Davies from *Igo Shincho*, December 1977.)

Nilov 5-dan

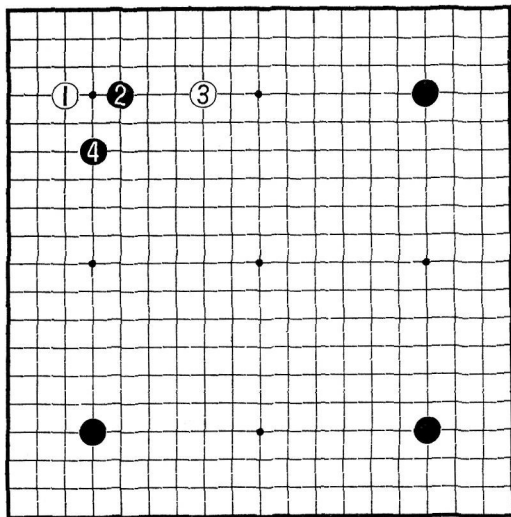
Board 3) Matthew Macfadyen, 5-dan beat Alexander Vasilov 4-dan by resignation

Board 4) Adam Pirani 3-dan v. Boris Surupov 3-dan: draw agreed

Another telephone match, between Britain and the U.S., is planned for the middle of the year. It is then hoped to hold a telex match between Britain and a team of Japanese amateur players. This new form of competition promises to add greatly to the interest of international Go.

ORIGINAL HANDICAP STRATEGY

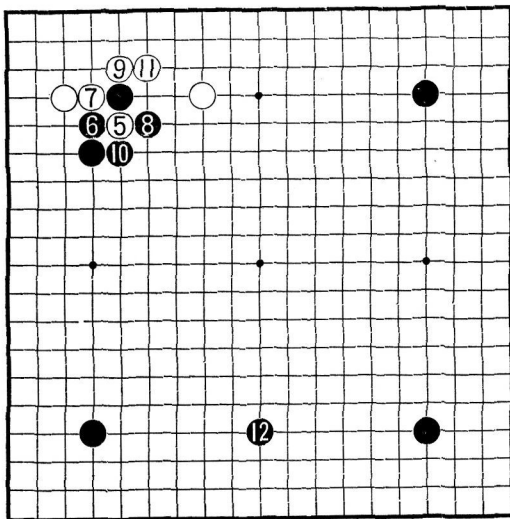
Miyamoto Naoki, 9-dan



Basic Figure

In this issue we find ourselves examining that most common of three-stone openings, White 1 to 3 in the figure above. This joseki branches down many paths; the knight's move at Black 4 is an interesting one to follow.

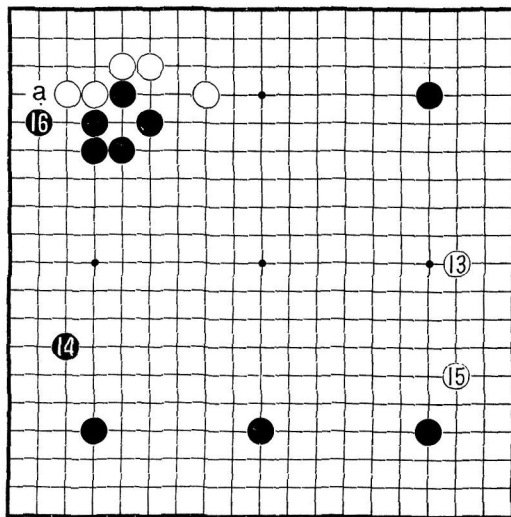
Where it usually leads is shown in Dia. 1. White cuts across at 5 and Black gets a pon-nuki in sente with 6 to 10, then occupies the lower-side star point. The exchange in the top



Dia. 1

left corner would be considered disadvantageous for Black in an even game, but in a three-stone handicap game it gives him just what he needs — thickness. There is a saying that a pon-nuki is worth thirty points, but because of the way it harmonizes with the san-ren-sei along the lower side, this pon-nuki is probably worth more.

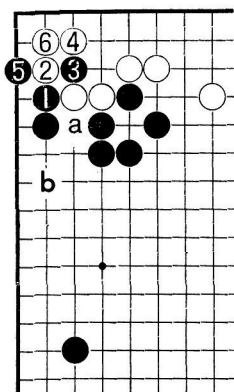
White's next move should be something like 13 in Dia. 2. Black responds by guarding the



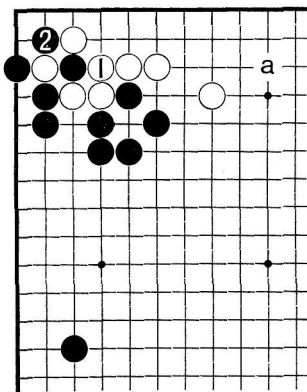
Dia. 2

lower left corner with 14, and if White plays 15, Black hits his weak point in the upper left at 16. Black 16 is the thematic move of this pattern. Black could even play here with 14. White is unlikely to let himself be forced by answering at 'a', but if he ignores 16, Black knows just what to do next.

He loses no time in playing 1 in Dia. 3 on the next page. If White blocks at 2, the cut at 3 is a tesuji, and Black keeps pressuring White with 5. If he connects at 6, he cannot push through at 'a', which means that White 'b' has lost its forcing effect and Black has a solid wall. If he plays 6 at 1 in Dia. 4, however, Black gives atari at 2. Next a black approach at 'a' becomes a large offensive-defensive move.

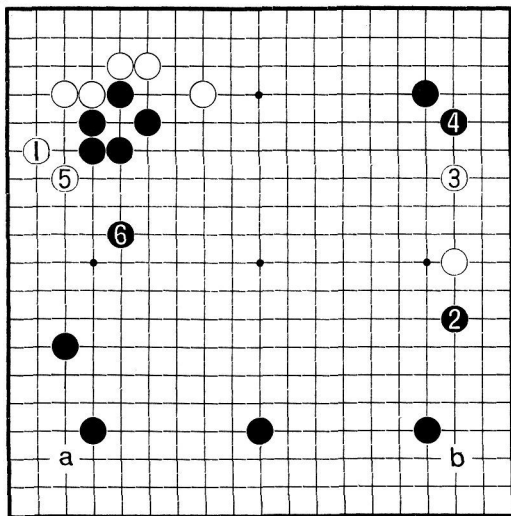


Dia. 3



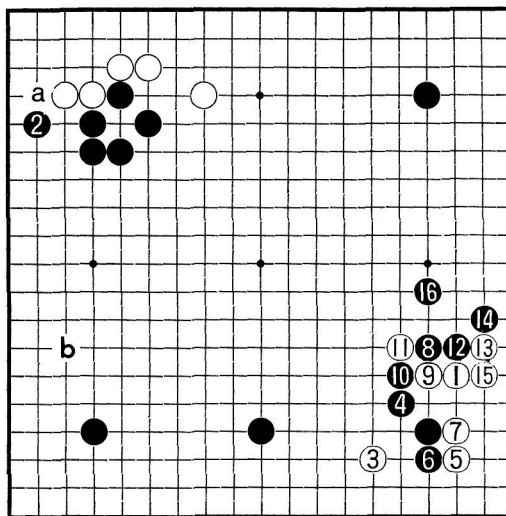
Dia. 4

Because of this, White may consider sliding out at 1 in Dia. 5 instead of playing 15 in Dia. 2. In that case Black should check him with 2 on the right side, and again with 4 if he extends to 3. By attacking this two-stone group, Black will be able to construct territory on the lower side. If White makes the diagonal play at 5, Black skips lightly to 6. He has nothing to worry about.



Dia. 5

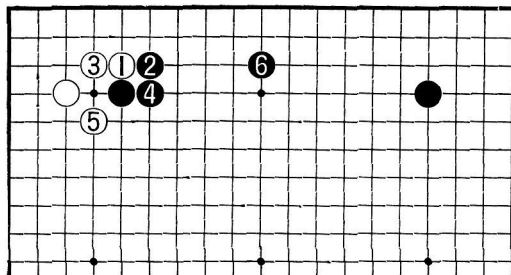
Later on White will probably invade one or both of the lower-side corners at the points marked 'a' and 'b'. When that happens Black, for the sake of his own safety as well as of White's, should not try to capture. He should let White live – it can't be stopped anyway – then take sente and seize a big point somewhere else in compensation. That keeps things even.



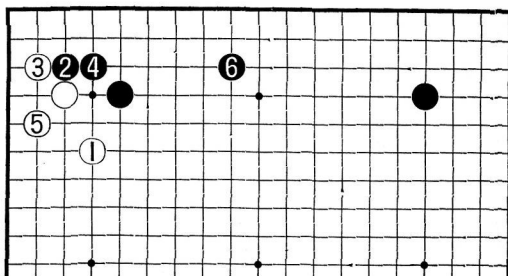
Dia. 6

Next let's imagine that White, instead of bisecting the right side with 13 in Dia. 2, has approached the corner with 1 in Dia. 6, Black has played 2, and White has pinched him with 3. A good counter is to make the diagonal extension at 4, invite White 5 and 7, then press down with 8. This seems to risk the cut at White 9 and 11, but that is precisely what Black is hoping for. The sequence from 12 to 16 leaves him with influence facing both the upper right and left lower sides, an unbearable result for his opponent. If White now blocks at 'a', Black defends at 'b', an ideal development.

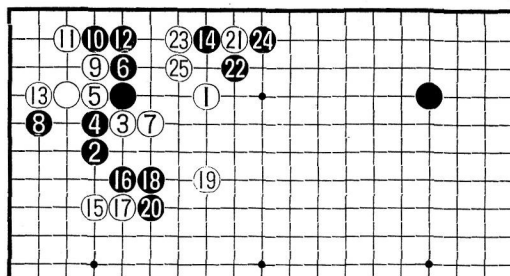
Finally, let's return to White's responses to Black's original approach in the upper left corner. White 1 in Dia. 7 is unsuitable for a handicap game – too slow. The same goes for White 1 in Dia. 8 on the next page. White will almost always make a pincer at 1 in Dia. 9 or Dia. 10.



Dia. 7



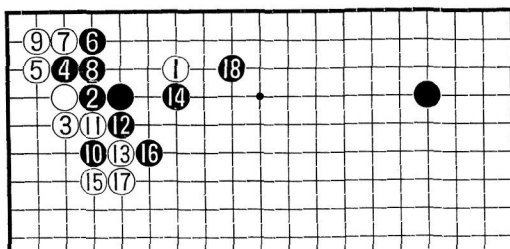
Dia. 8



Dia. 9

We have just seen a simple way to deal with the first of these pincers. As a variation, Black can descend at 6 in Dia. 9 and slug it out, but it is probably wiser to avoid difficult sequences like this in games against stronger opponents, even when they may in theory be playable.

For a simple way to meet the low pincer at White 1 in Dia. 10, try learning the joseki that begins with the thrust at Black 2, or choose a different variation if you prefer, but try to have one mastered in readiness for whichever pincer White tries.

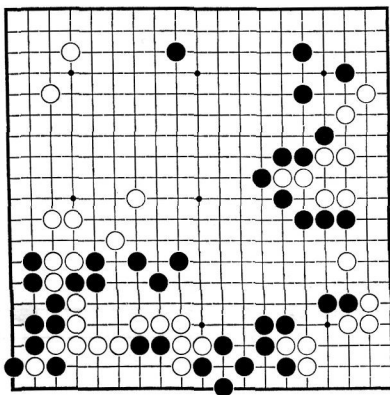


Dia. 10

(Translated by James Davies from 'Igo Shincho', April 1978.)

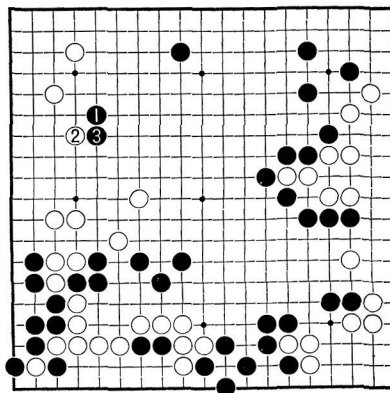
BLUEPRINT 361

Miyamoto Naoki, 9-dan



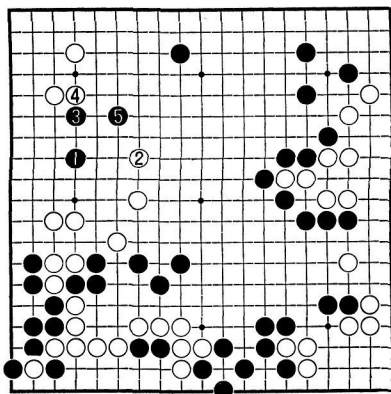
Position 1

Position 1. Black to play. Which of the following blueprints would you pick? As usual, White's responses are not to be taken for granted.



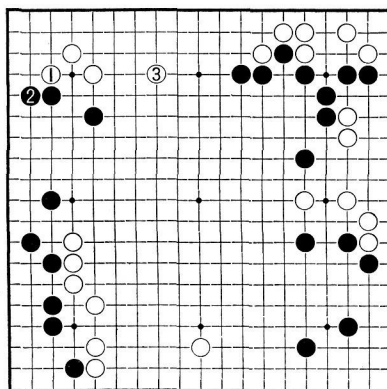
A's Blueprint

A: I suspect that Black 1 is the key point. White will probably play 2, so Black can push with 3.



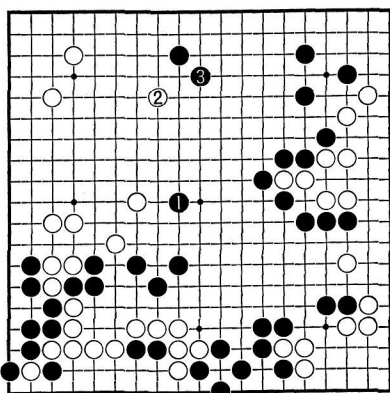
B's Blueprint

B: A's blueprint is too easy-going. Black should split White with 1. White 2 is the cue for Black 3 and 5.



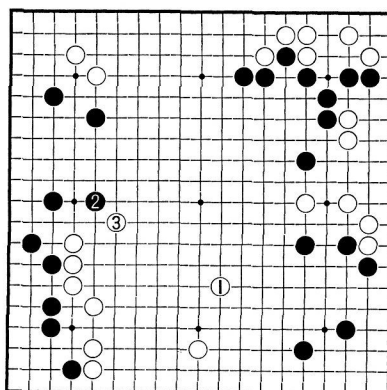
A's Blueprint

A: Say what you will, White 1 and 3 are the biggest moves, and correct shape besides. You can't afford to pass up moves like these.



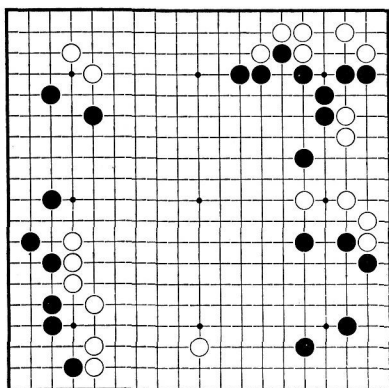
C's Blueprint

C: I see Black 1 in the center as the key move. If White 2 (!), the diagonal play at 3 leaves Black stronger all over the board.



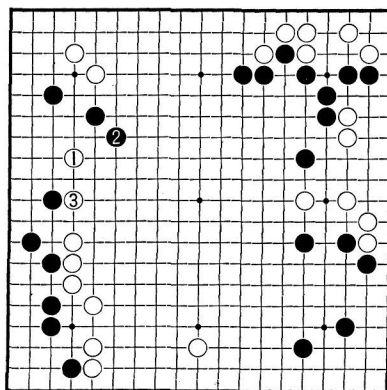
B's Blueprint

B: Expanding at 1 is better. If Black plays 2, White encloses a large area with 3.



Position 2

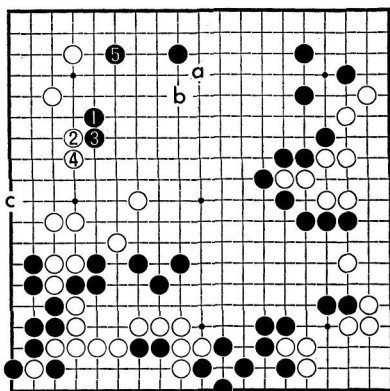
Position 2. White to play.



C's Blueprint

C: What dull blueprints! The interesting move is White 1. Black 2 seems the proper reply, but then White attaches at 3.

Position 1. From a game between Honinbo Shuwa (Black) and Yasui Sanchi. A's blueprint is correct.

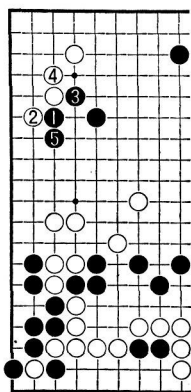


Correct Answer

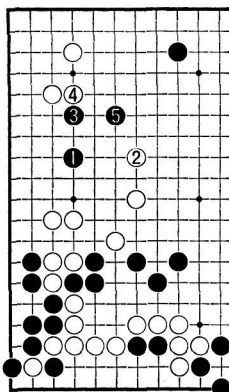
Correct Answer. The area around Black 1 is critical to both sides' territorial frameworks. Shuwa answered White 2 with 3, then went back to 5, and next White made the shoulder move at 'a', but Black 5 at 'b' was also possible. Anyway, Black's trump card is that he can reduce the territory he helps White make with 2 and 4 by sliding in to 'c'.

That does not mean that White can afford to omit 2. If he does –

Dia. 1. Black 1, 3, and 5 depress him territorially while bringing the white group below under attack.



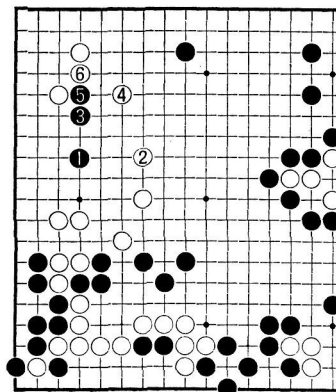
Dia. 1



Dia. 2

Black's plays in the correct answer have double value. They serve both to limit White's framework and to widen Black's upper side.

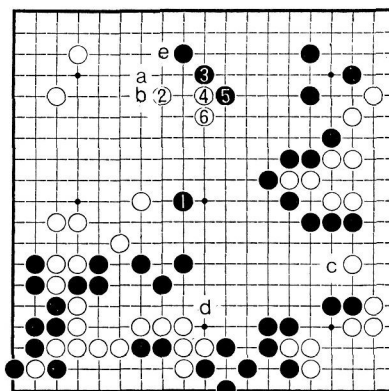
Dia. 2. This was B's blueprint. He was expecting White to reply at 2 and 4 so that he could



Dia. 3

jump out to 5 and start attacking the white group below. That is a fair enough idea, but White is unlikely to go along with it by playing 4.

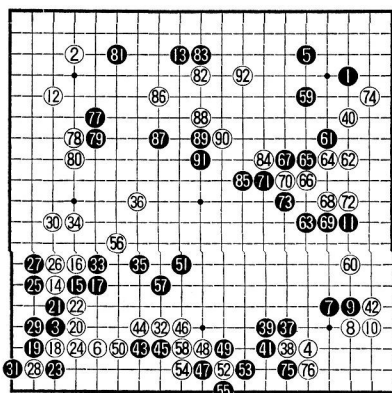
Dia. 3. White will probably contain Black by playing 4 as shown here. Black is reduced to having to scrounge for two eyes. White 2 and 4 already cast a shadow on Black's territorial framework, and since his struggles to live will strengthen White further on the outside, the situation is going to get even worse. Compare this result with the correct answer, and beware of assuming that the enemy will always reply as expected.



Dia. 4

Dia. 4. C's blueprint (Black 1 to 3) is slack. The aim of White 2 is to attach at 4 and extend at 6 if Black plays 3. If Black continues at 'a', White 'b' is adequate. If Black plays 3 at 4, White replies with 'e'. True, Black can get a fair amount of territory if he holds White down at 'c' and 'd', but it costs him too many moves.

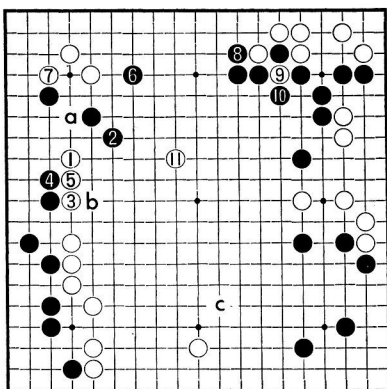
Black 1 also serves to reinforce the six black stones below, but since Black's neighboring groups are strong, he would be safe even if White played 1. He could ignore White 1. What is important is that White 2 serves the same double function as Black's play in the correct answer. Black must not allow this move.



Reference Figure (1 - 92)

Reference Figure. Following Black 81, White began reducing Black's framework with 82. White won this game by four points.

Position 2. From a game between Shuwa (white) and Ito Showa. C's blueprint is correct.

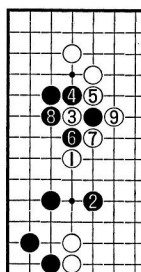


Correct Answer

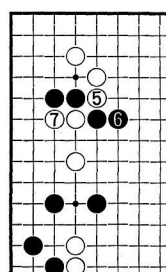
Correct Answer. White 1 is a very sharp move, making miai of 'a' and 3. Showa replied by preventing White 'a' with the diagonal move at 2, then trading 4 for 5, attacking at 6, and building toward territory on the upper side with 8 and 10. Shuwa countered by sending out the cavalry at 11. This was a memorable exchange, each side maneuvering cleverly to baffle the other's strategy.

Dia. 1. One naturally thinks of answering

White 1 by jumping out at 2, a very good point in relation to the white framework on the lower side, but then White plays 3 to 9. Black does not want to get caught in this tesuji.



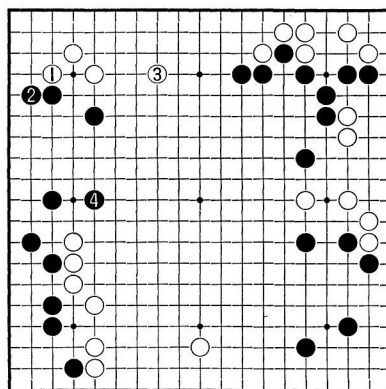
Dia. 1



Dia. 2

Dia. 2. If he answers White's cut at 5 by extending to 6, White will be happy to play 7.

That is why Black replied at 2 in the correct answer and allowed himself to be pressed down on the left side. The way he shifted around to the upper side with 6 etc. was rather brilliant, but White, having stabbed in and gotten a shape like 1, 3, and 5, was certainly not dissatisfied. White 1 at 'b' would have been lukewarm in comparison; Black would probably have answered at 'c'.

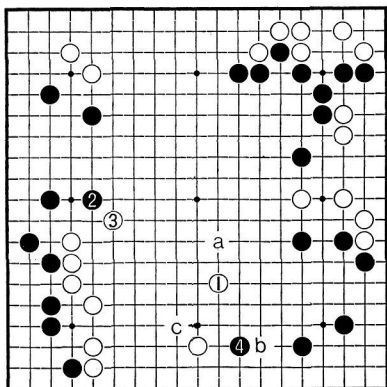


Dia. 3

Dia. 3. A's blueprint (White 1 and 3) is a pattern that one often sees. Locally, it gives White extremely good shape, but it cannot be recommended in the present position because it also gives Black the move at 4. The fact that 4 would be only a lukewarm move if made by White does not stop it from being an excellent move when made by Black. This blueprint is not nearly as sharp as the correct one, which drilled in at Black's weak point.

Dia. 4. B's blueprint, which concentrates solely

on surrounding territory, is a design for peace, but Black jumps out to 2 and answers 3 at 4 and his territory is increasing too.



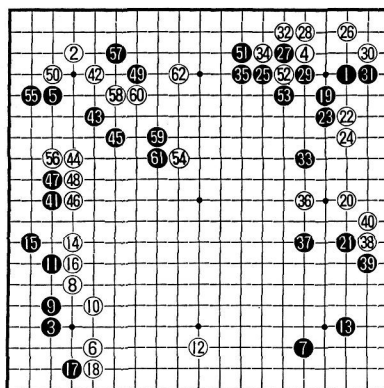
Dia. 4

This may not be bad for White, but his area can still be reduced by Black 'a'. Once one starts surrounding territory like this, it is all too easy to fall into a purely defensive posture and lose any chance of ever regaining the initiative. White 1 cannot be called a bad move, but it is the kind of move that rarely leads to a good result. White 1 at 'b', to make Black play 'c' and then attack him, would be more like the real thing.

Reference Figure. After White 54, the fighting continued on its twisting course with Black playing 61 in the center and permitting White 62. In the end Black won by one point.

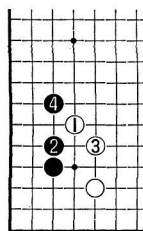
Footnote

In Shuwa's day it was common to answer

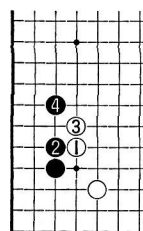


Reference Figure (1 - 62)

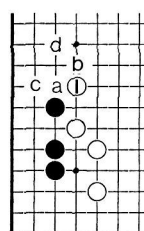
White's taisha at 1 in Dia. 5 with the solid extension at Black 2, but this move is not played much now. Compare White 1 to Black 4 in Dia. 6, a standard pattern. White's position in Dia.5 is more effective because he has a perfect continuation at 1 in Dia. 7. If Black 'a', White 'b', which is not good for Black. Black 'c', preparing for 'd' is the correct reply.



Dia. 5

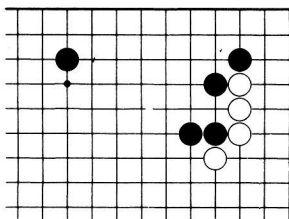


Dia. 6



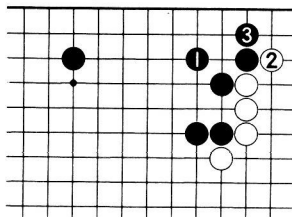
GOOD AND BAD STYLE

Problem: Black to play

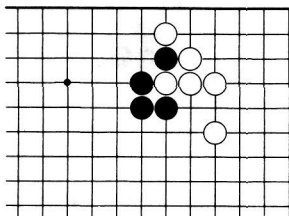


25

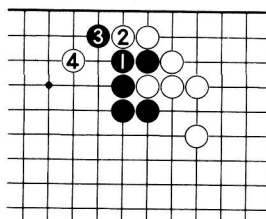
Vulgar style



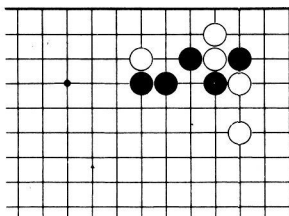
Black 1 is often seen, but the result to 3 is painfully submissive.



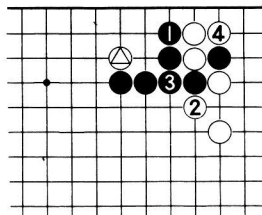
26



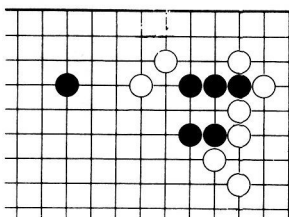
Black 1 is too heavy. White attacks nicely with 2 and 4.



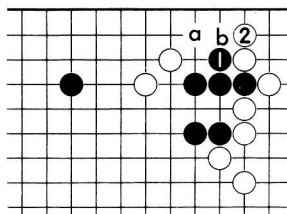
27



If Black 1, White plays 2 and 4. There is still some life left in the marked white stone.

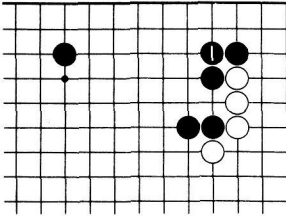


28

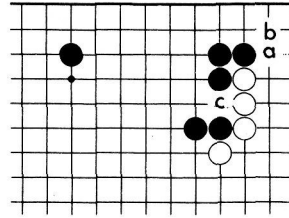


Black 1 shows deplorable crudeness. Black 'a' and 'b' are little better.

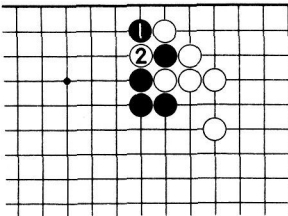
Correct style



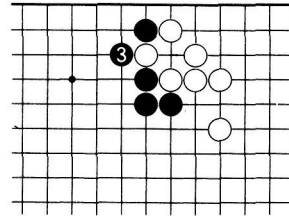
The solid connection of 1 is the only move — nothing else need be considered.



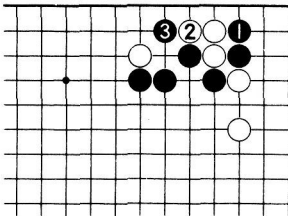
If White 'a', Black simply blocks at 'b'. White 'c' is no threat either.



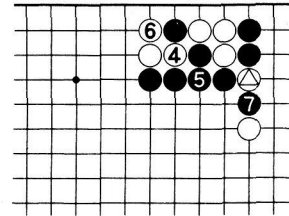
Black 1 is correct style, though of course the overall position has to be considered. Black permits White 2 —



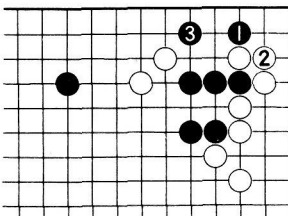
Then plays the ko with 3. This shows fighting spirit.



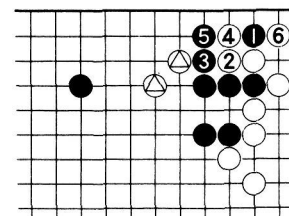
Try blocking on the inside with 1. Black 3 is a tough response to White 2.



White 4 and 6 are forced. Black then picks up the marked stone with 7.



The clamp of 1 is correct style. White 2 is forced, so Black makes nice shape with 3.



If White resists with 2, Black is happy to play 3 and 5. This only weakens the marked white stones all the more.

PAGE FROM GO HISTORY

The Oldest Japanese Game Record

The players: Saint Nichiren

Kisshomaru (later Nichiro)

played in January, 1253

result: jigo

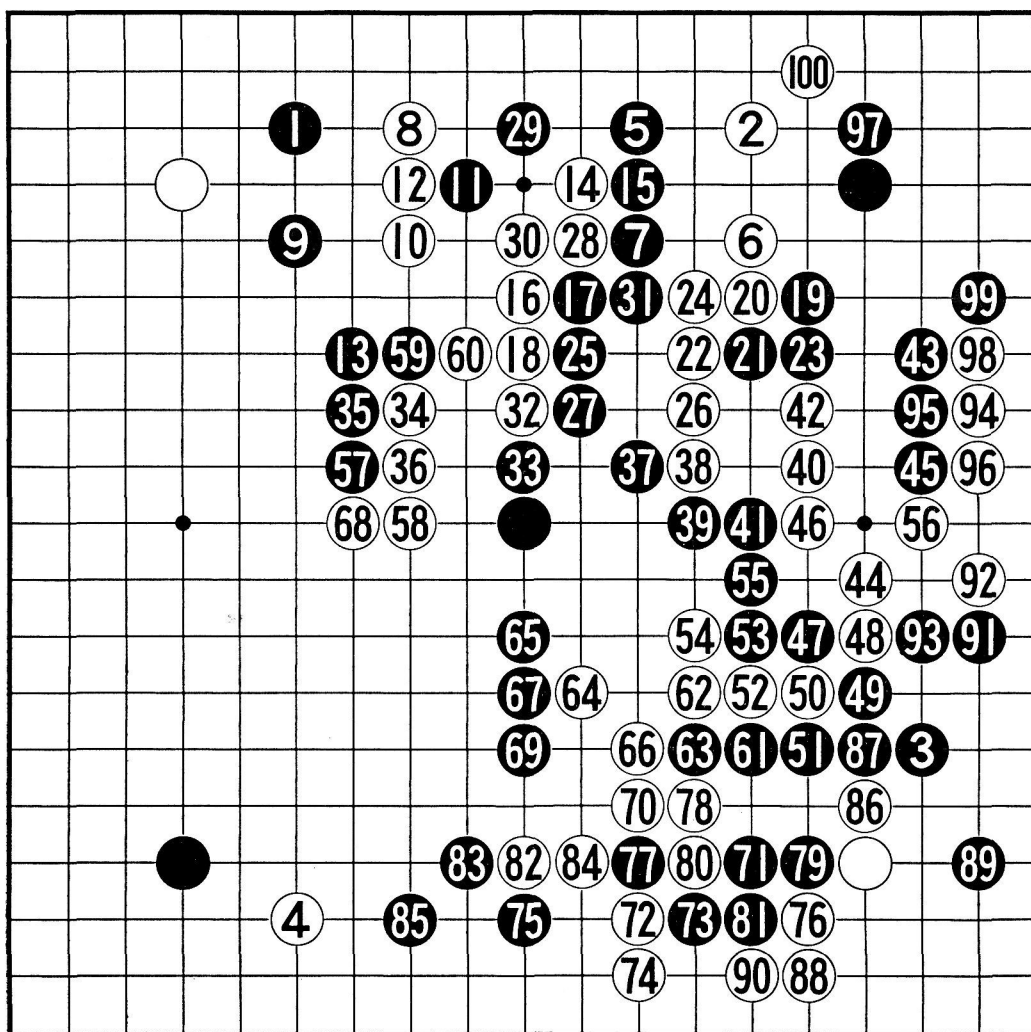
This record, supposedly of a game between Nichiren (1222–82), the founder of the Nichiren sect of Buddhism, and his disciple Nichiro (it is not known who had which colour), is traditionally regarded as the oldest surviving game record in

Japan.

The game follows the ancient Chinese practice of starting with stones on the corner star-points. The centre stone is thought to be a handicap stone.

There are considerable doubts as to the authenticity of this record. It was first published in the 1829 treatise 'Kogo' (Ancient Go) and is thought by many to be a forgery by Hayashi Genbi (1778-1861).

Continued on page 53



(1~100)

HARMONY IN WOOD, SHELL AND STONE



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